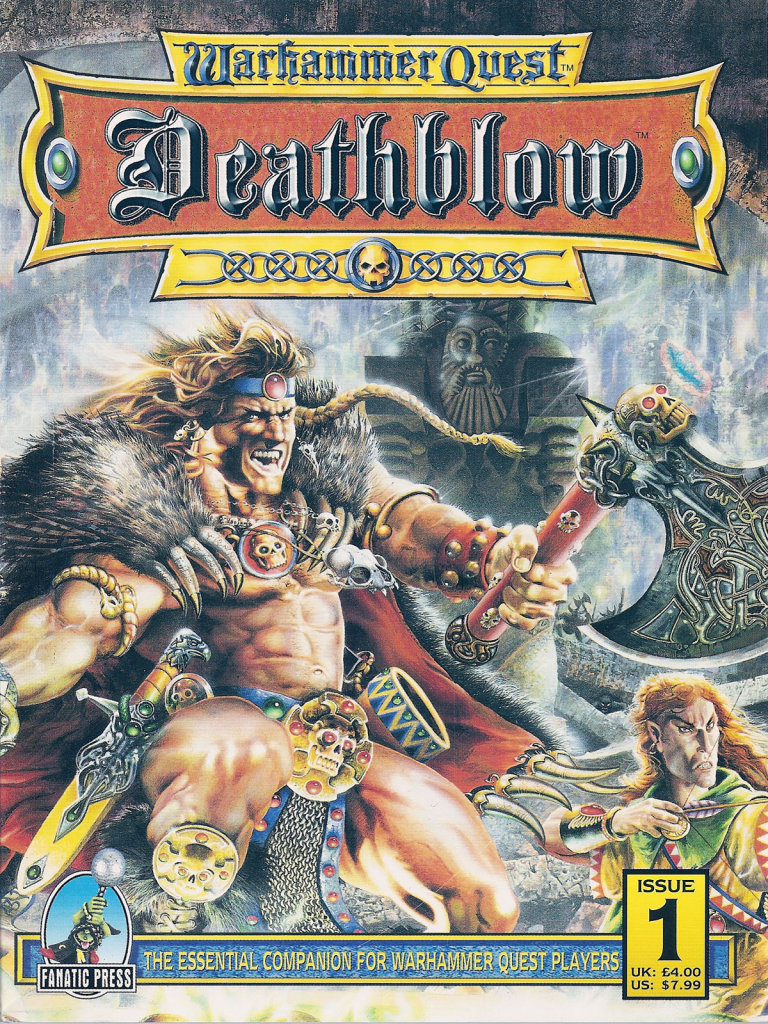
Warhammer Quest™

Deathblow™



FANATIC PRESS

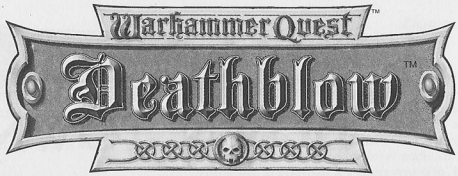
THE ESSENTIAL COMPANION FOR WARHAMMER QUEST PLAYERS

ISSUE 1

UK: £4.00
US: $7.99

Mike McVey's awesome Warhammer Quest diorama. Look carefully to spot all the nice little extra details, like climbing ropes, pit traps, and lurking monsters.

Sacrificed to Sotek! An unfortunate gold hunter is captured and faces the sacrifice pit unless his fellow adventurer can save him, in another of Mike's terrific dioramas.



CONTENTS

NEW RULES

Down Town – Even shopping can be dangerous in WHQ. 2

The Bank – A new town location for wealthy adventurers. 10

Eyes of Doom – An adventure that's not for the faint hearted. 12

Dangerous Dwarfs – They're big, round and bounce upon the ground! 25

Spawn of the Old Ones – The mysterious missing article from WD205. 28

Rumble in the Jungle – Adventuring in the jungles of Lustria. 36

Claws of the Bear – The frozen wastes of Kislev and the far North. 45

ROGUES GALLERY

Njet Comrade! The ever elusive, and unclean, Kislev Shaman. 61

You Thieving Little B***!** Sneaky rules for Halfling Thieves. 67

You Ain't Seen Me, Right! It's a new Assassin character. 76

Wotchoo Lookin' At? Thick and 'ard (not AJ, Ogre characters!). 81

SAGE WORDS

Welcome to Deathblow, the first of what we at the Black Library hope will become a regular series of compendiums for Warhammer Quest enthusiasts. I only say 'hope' because whether there are more Deathblows to follow the first really depends on you lot, the players out there. Most of these articles are written by gamers, because they enjoy playing Warhammer Quest and want to expand the boundaries of the game, and their gaming experience.

Everybody likes to talk about their hobby, and if your hobby is Warhammer Quest then this is your chance to tell every other Quest player about your games. If you have written new adventures, invented new locations, designed rules for exotic places or added a new character to those already available then Deathblow wants to hear about them. Send your articles in. If you want to help your cause then sending a few photographs, of your miniatures and yourself or gaming group will help a lot. If you've converted a miniature to be your Warhammer Quest character then let's see it. We know there are many dedicated gamers out there who love playing Warhammer Quest. Deathblow is for you; you have not been forgotten! – *Warwick Kinrade*

Product Code: 60040799001

PARTY LEADER
Andy Jones

LANTERN CARRIER
Marc Gascoigne

SCANNING WIZARD
Ian Pickstock

BARBARIANS
Warwick Kinrade
Steve Hambrook

LEGAL STUFF (COPYRIGHTS AND TRADEMARKS)

All subject matter in Deathblow is copyright © Games Workshop Ltd 1999. All artwork in all Games Workshop products, and all images contained therein have been produced either in-house or as work for hire. The exclusive copyright in the artwork and the images it produces is the property of Games Workshop Ltd. Copyright © Games Workshop Ltd 1999. All rights reserved.

Registered Trademarks belonging to Games Workshop

Blood Bowl, Citadel, the Citadel castle, Fanzy Metal, Epic, Games Workshop, the Games Workshop logo, Space Hulk, Talisman, Warhammer and Warhammer Quest

Trademarks

The following are all trademarks of Games Workshop Ltd: Black Library, the Black Library logo, Bloodletter, Bloodthirster, Cold One, Dawnstone, Deathblow, Flamer, Flesh Hound, Gobbo, Great Unclean One, Journal, Keeper of Secrets, Kislev, Khorne, Knurlgor, Libemaster, Lord of Change, Marauder, Necromunda, Nurgle, Nurgling, Old World, Plaguebearer, Salamander, Saurus, Skaven, Slaine, Slaanesh, Slann, Snotling, Stegadon, Squig, Terrorgon, Troll Slayer, Tzeentch, Warhammer Quest, White Dwarf.

Scatter dice are UK registered design No. 2017484.

Fanatic Press is the Black Library's on-going support for Game's Workshops older game systems. Even though White Dwarf may not be covering it, we know you still play it! So, in conjunction with the Citadel Journal, Fanatic Press will be bringing you irregular magazines for all our game systems. Just like the Journal, they're written by gamers for gamers.

Warhammer Quest

DOWN TOWN

by Andrew Meredith

Call us a bunch of sad gits if you will, but me and my mates like to really get into our characters when we are playing Warhammer Quest. No, REALLY get into them....

So after a good few hours of simultaneous monster bashing and Ale Quaffing of an evening, we kind of resent not being actually able to see our Warriors wander the streets of whatever town we get to between adventures (more often than not, by this stage of the evening some of us can't see at all, whilst others are seeing double, but it tends to average out for the best overall).

Anyway, crazy impetuous fools that we are, we have resolved this situation in what we consider a satisfactory manner. Plied with liberal libations by my erstwhile adventuring buddies, I set to writing some rules for adventuring in town. They took ages. Longer than that even. But eventually they were finished. Daves Doomlords tested them out the following evening (cheers Dave). Oh how we laughed! They actually work. Sort of. If you squint.

So, feeling all clever and talented for once, I resolved to take them to the Journal, waving goodbye to family and friends and setting off to Nottingham with all my worldly possessions rolled up in a hanky and my trusty black cat for a travelling companion..

.....I just might be mad, but anyway.....

Normally in Warhammer Quest, when the warriors arrive in town, the events which happen to them are resolved in a fairly abstract manner, using a set of tables. The rules which follow allow you to actually use floorplans to represent the streets of the settlement, which the warriors can explore using the normal turn sequence of Warhammer Quest.

If you wish to use these rules, then just place a section of corridor on the table. This represents a narrow street in a typical settlement. Place the warriors on the street, in order of initiative, and begin the first turn.

TIME IN TOWN

Although the rules below explain about exploring the settlement and finding the various locations such as the armoury, the Wizards guild and so on, it is not the case that the warriors storm through the settlement at the same speed as they rage through the caverns and corridors of an underground adventure. Although each board section is resolved in the same way as per the rule for exploring a dungeon, it is assumed that much more is going on besides.

The warriors are ambling slowly through the settlement, passing the time of day with the locals and admiring the sights and sounds of civilisation. These events are not actually resolved in normal game terms, but are assumed to be happening nonetheless. Taking this into account, the warriors must use the following rules to see what they can do each day in a settlement.

When the warriors are first placed on the board, roll 2d6. This shows the number of turns which the warriors can complete before the end of the day. Resolve each turn as a normal turn of Warhammer Quest. At the end of the day each warrior must roll on the settlements events table as normal, and pay for accommodation.

Next morning, roll the dice again to see how many turns they can complete before the end of the day and so on.

MOVING AND EXPLORING

If the players decide to venture off down the street, then just follow the turn sequence, but lay a corridor section in front of them. Roll on the table below at the end of each street, with the following modifiers:

-1 if the warriors are in a village

+1 in a city

no modifiers in town

1	Dead End - you have reached the edge of the settlement
2	Corner
3-5	Street
6	T-junction

(there is no need to clip doorways on, just line up the floorplans)

What do they find?

Once they have moved onto a new section of street, then for each 6 square long section of wall, Roll a dice,

1-2	Blank wall
3	Someone's house
4	Local Hostelry
5-6	Town location

Blank Wall

If it's a blank wall, then there are no special rules to apply, as it's simply a ....blank wall in the settlement.

Someone's House

If its someone's house, then roll a dice to see what the reaction is to a bunch of strangers peering in through the windows.

1 Call the watch!

Seeing you sneaking about in a suspicious fashion, the locals call the watch who cart you away to jail. Each Warrior must lose 1d6x100 gold, plus any one item of treasure. The Warriors spend 2d6 days in jail before being released.

2 Fight!

The owner is quite frankly fed up with this sort of behaviour and, before you know it, he is out on the street with his friends, cudgels in hand, ready for a fight. You can run off, in which case no more will be said about it, and you must go back the way you came. On the other hand, you could fight the citizens. If you do, then you will win unless you roll a 1 or 2 on a d6. If you roll a 2, then they give you a severe drubbing and relieve each of you of 100 gold. If you roll a 1 then you win, but you kill 1d6 innocent citizens in so doing. Take a Warrior token to see who the murderer is. That Warrior now rolls a dice:

1 You are grabbed by an angry mob and lynched, hung from the swinging sign of a nearby alehouse. You are dead and out of the game.

2 You are taken before the courts to be sentenced. Roll a dice. On a score of 1 or 2 you are sentenced to be hung drawn and quartered, suffering a painful death. You are out of the game. On any other score, you are sentenced to 3 weeks in jail and are fined 1000 gold. For every 100 gold of the fine you cannot pay, you must spend an extra week in jail.

3 You are taken before the courts to be sentenced, and are fined 1000 gold. For every 100 gold of the fine you cannot pay, you must spend a week in jail.

4 You are taken before the courts to be sentenced, and are fined 1000 gold. For every 200 gold of the fine you cannot pay, you must spend a week in jail.

5 You are taken before the courts to be sentenced, and are fined 1000 gold. For every 500 gold of the fine you cannot pay, you must spend a week in jail.

6 The watch are called and actually give you a 100 gold reward, as the citizens you killed were in fact members of the notorious Black Hand Gang, wanted for numerous petty crimes.

3 Outraged!

Such impertinence from bad mannered strangers! The owner of the house rushes upstairs and throws a bucket of slops all over you from an open window. Roll a dice to see how many Warriors are struck by the slops. Take that many Warriors tokens to see who is actually hit. The smell is atrocious and no

affected Warriors will be allowed in shops from now on until they have found a hostelry and paid for a room so that they can clean themselves up.

4 Indignant!
The old man who owns the property glares at you and slams the shutters in your faces. Charming!

5 Not bothered
Obviously used to impoliteness from strangers, the owners wave at you through the windows, before carrying on with their daily routine.

6 No-one in
You can rob it if you like. If so, each Warrior gains 2d6x10 gold, but has to roll a dice. On a score of 1,2 or 3 you are arrested, fined 1d6 x 150 gold and thrown in jail for 1 week.

If you spend any time in jail, then when you are released, place your Warriors back in the location in which they were arrested.

Local Hostelry

If you find a local hostelry, roll a dice. On a 1,2 or 3 you spend the rest of the day there, spending 1d6 x 10 gold. You must also pay for your accommodation as outlined in the Warhammer Quest role-play book. On a roll of 4,5 or 6 you may ignore the establishment if you wish.

Town Location

Roll on the following table to see which establishment you have found:

D66	Location
11	*Players define*
12	An Armourer
13	The Wizards' Guild
14	*Players define*
15	A General Store
16	A Weapon smith
21	An Alehouse
22	A General Store
23	A Temple
24	A Gunsmith
25	*Players define*
26	An Animal Trader
31	A Gambling House
32	An Alehouse
33	*Players define*
34	An Alchemist's Laboratory
35	The Elf Quarter
36	The Dwarf Guild
41	A General Store
42	A Gambling House
43	*Players define*
44	A Temple
45	The Dwarf Guild
46	The Wizards' Guild
51	A Weapon Smith
52	The Elf Quarter
53	An Alehouse
54	A Fletcher
55	*Players define*
56	The Dwarf Guild
61	A Gambling House
62	The Wizards' Guild
63	The Elf Quarter
64	A General Store
65	A Gunsmith
66	*Players define*

PLAYER DEFINED LOCATIONS

By now, you may well have bought one or more of the new Warrior packs, such as the Pit Fighter or the Elf Ranger. Each of these characters has its own special locations to visit in a town. If one of these new Warriors is being used in the adventure, you may write down which of the player defined location results on the table are appropriate to his special location. For instance, if you were playing the Slayer character, you could say that numbers 55 and 43 are the Slayer Shrine.

If you wish, you may instead replace one of the existing Warrior specific locations on the table with the special location of a new Warrior. For example, if you do not have a Wizard in your party (madness!) but have a Pit Fighter instead (lunacy!) then all the Wizards' Guild results on the table above can be read as 'Fighting School.' If you have any spare locations left on the table, then you may either invent your own locations before the game to fill in the gaps, or simply roll again on the table until you find another location.

Once a place is found, then all the rules for that location apply.

UNEXPECTED EVENTS

If a 1 is rolled in the power phase whilst wandering around the city, roll on the table below to see what happens. Sometimes the event will require the placing of miniatures, just like a dungeon event. In this case there may not always be a specific Citadel Miniature to cover every eventuality. If you have to use alternative models as 'stand ins', simply make a note of what represents what.

11-13 Pickpocket

In the crowded street, no-one notices the skillful fingers of the Thieves' Guild relieving the Warriors of their money. Roll a dice and draw that many tokens to determine which of the Warriors are pickpocketed. Each loses 1 item of treasure + 1d6 x 200 gold.

14-16 Riot

A crowd of excited citizens, protesting at the increase in taxes proposed by the burgomeister and his officials, fill the streets as an impassable, jeering mob. The Warriors are caught up and carried along by the crowd.

For the next d6 board sections, the Warriors are just carried along, unable to do anything at all except move forwards. If they reach a junction of any sort, then roll a dice. On a roll of 1, 2 or 3, the Warriors are swept along with the crowd. On a score of 4,5 or 6, they manage to dive off in the other direction. After the d6 board sections, the crowd dissipates and the Warriors may continue as normal. Whilst in the crowd, the Warriors must still roll a dice in the power phase, and may move forward at a rate of 4 squares as normal.

21-22 Fire!

The street bursts into flames, as the forge fires from a local blacksmith ignite the thatch of the roof overhead.

The Warriors have a choice - to go back, or to try and dash through the flames. If they go back then move them as normal, but note down that the street behind them is on fire.

If they leap through the flames, then roll a dice for each Warrior.

On a score of a 1, the Warrior is caught in the blaze and burnt to death. He is out of the game. On any other score, he makes it through.

Whichever course of action the Warriors take from now on, in the power phase, if a 1 is rolled then on top of anything else which happens, the fire catches up with them and they must dash through it to safety as outlined above. If a 6 is rolled in the power phase then news reaches the Warriors that the fires are out.

23-24 Collapse!

This section of the city is in a poor state of repair and, as the Warriors stroll along, the house above them collapses with a thunder-crash of falling masonry.

Each Warrior suffers 2d6 wounds + 1 wound per battle level. All deductions apply as normal. This street is now impassable, and the Warriors must declare whether they will carry on the far side of the fall or the near side.

25-26 Assassin!

As the Warriors pass through a bustling market, a cloaked figure slips out from a side alleyway and the glint of sunlight on a sharpened blade betrays his murderous intent the instant before he strikes!.

Take a Warriors counter. That Warrior suffers 1d6 wounds per battle level as the Assassin's blade bites deep.

After his initial attack, the Assassin is placed on the board, adjacent to the Warrior he attacked. He has the following profile:

Move	6								
Weapon Skill	5								
Ballistic Skill	2+								
Strength	3								
Toughness	3								
Wounds	25								
Initiative	8								
Armour	-								
Damage	1d6 per battle level								
Escape from pinning	2+								
Attacks	1								
Enemy's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	2	2	3	3	4	4	4	4	4	4

Special Rules
Poisoned Daggers, Dodge 4+, Magic Resistance 5+(magical ring).

The Assassin will attempt to escape as soon as he has made his attack. In the monsters phase of each turn from now on, if he is not pinned, he will attempt to put as much distance between himself and the Warriors as possible.

If he starts the turn pinned, then roll a dice. On a roll of 1,2 or 3, he will stay where he is and attack the Warrior he is pinned to. On a 4, 5 or 6 he will attempt to break from pinning and vanish into the shadows.

If he moves off the board, put a new board section down and move him onto it. The Warriors may follow if they wish. If he manages to put a complete board section between himself and the Warriors, take the Assassin off the board as he fades into the crowd and is lost.

Poisoned Throwing daggers
If he moves away from the Warriors, the Assassin will throw his poisoned daggers at them if possible. He can throw two per turn. Each causes 1d6 wounds, with no deductions for armour or toughness. However, they are steeped in a virulent and deadly poison, which will affect all but the most powerful Warriors.

If a Warrior is hit, he must make a toughness check (roll a dice and add your natural toughness. If you score 7+ you succeed), to avoid the affects of the poison. If the Warrior fails, then on a dice roll of 1,2 or 3 he loses a point of toughness. This can only be restored by using a *healing potion* or some other magical means of healing.

31-32 Thugs attack

Taking a short cut down a dimly lit alleyway, the Warriors are set upon by a bunch of villainous looking thugs, wielding swords, cudgels and axes. They are not just interested in taking the Warriors' money, they want their blood too!

The profile of the thugs will vary, depending on the Warriors' battle level, but each time the Warriors meet some thugs just generate one profile for all of them and keep track of their wounds individually.

Number	2d6
Move	4
Weapon Skill	1d6+1
Ballistic Skill	4+
Strength	1d6+1
Toughness	1d6+1
Wounds	1d6 per Warriors' battle level
Initiative	4
Attacks	1 per Warriors title+1
Gold	20 per wound
Armour	Warriors battle level/2
Damage	1d6 per Warriors' title+1
Escape from pinning	2+

You will need to look at the to hit chart on page 14 of the Adventure book once you have worked out the thugs' Weapon Skill, to see what they need to hit the Warriors.

'Warriors title' refers to the battle level at which the Warrior first gains a certain title. For example, the value to put in for the thugs' attacks when the Warriors are champions is 2, giving the thugs 3 attacks each.

33-35 City Watch

The Warriors are accosted by the city watch, who have been warned that a group of Warriors bearing powerful and destructive magic items are on the prowl.

Each Warrior must roll a dice. On a score of 1 the watch confiscate any one item of treasure from the Warrior chosen by the player - cross it off his Warrior's sheet for good.

36-42 Antagonist

Walking along a busy street, the Warriors hear a frenzied voice, screaming insults at them. They have been recognised by an old adversary who claims that they wronged him in the past, and he wants everyone to know.

Whether or not the Warriors have ever seen the antagonist before is beside the point, as he latches onto them and loudly denounces them wherever they go. As long as he is with them, all items they try to buy will cost double the normal price in gold. He stays with them until another 1 is rolled in the power phase, or until the Warriors decide to leave the settlement and set off on an adventure once more.

The Warriors can kill the antagonist if they wish (no combat resolution is necessary), but if they do so, then roll a dice.

On a score of **1** roll a dice for each Warrior, on a 1,2 or 3 that Warrior loses 2 luck points permanently. On a score of **2** roll a dice for each Warrior, on a 1,2 or 3 that Warrior loses 1 luck point permanently. On a **3-5** the killing goes unnoticed and unpunished. On a score of **6** it turns out that the settlement has been plagued by the man's frenzied antics and the inhabitants reward the Warriors with 1D6x20 gold each for ridding them of the antagonist. Roll the amount of gold separately for each Warrior.

43-46 Old Friend

A shout rings out across the street, calling to one of the Warriors. It is a long lost friend and fellow Warrior, who insists on taking all the Warriors to every inn and alehouse he knows in the vicinity.

Each Warrior must roll on the alehouse events table 1d6 times, deducting a cumulative -1 from the score in each successive visits, as he becomes more and more inebriated.

At the end of the merrymaking, the Warriors go their separate ways, leaving their old friend unconscious in a wharf-side bar of ill repute.

51-52 Lepers

The street clears of people as if by magic, as the sound of a cracked bell and the shout "unclean, unclean!" echoes through the town.

There are 1d6+2 lepers, placed as usual using the rule of one on one. Each leper has the following profile:

Number	1d6
Move	3
Weapon Skill	2
Ballistic Skill	-
Strength	2
Toughness	3
Wounds	10
Initiative	2
Attacks	1
Gold	30
Armour	-
Damage	1d6 +strength

Enemy's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	3	4	4	4	5	5	6	6	6	6

The lepers are clamouring for money, and will follow the Warriors around. The Warriors have a choice - they can either give the lepers money to make them go away, or they can kill them. If the Warriors want to pay the lepers to go away, then for each leper, roll one dice for every 50 gold offered. If a 6 is rolled on any of them, the leper gratefully accepts and limps off into the shadows, remove him from the board. If not, he takes the gold offered and hangs around anyway. The Warriors can try once per turn per leper they are standing adjacent to.

If they kill the lepers, then each Warrior loses 1 luck point permanently and will be at -1 on any dice rolls in the temple from now on, permanently. Killing poor unfortunates is not a very honourable thing to do, after all.

At the end of every turn, roll a dice for every leper your Warrior is adjacent to. On a score of a 1, your Warrior has been infected. The disease is a slow, crawling plague, and there are no immediate effects. However, mark on your Warrior's sheet that he has the disease. At the start of every adventure from now on, one of your Warrior's characteristics is affected, just for the duration of that adventure. Roll on the table below to see which characteristic is affected, and to what extent.

1 The Warrior's Movement is reduced by 1

2 The Warrior's To hit rolls are at -1

3 The Warrior's Strength is reduced by 1

4 The Warrior's Toughness is reduced by 1

5 The Warrior's Attacks is reduced by 1

6 None, you are fine for now.

If the Warriors manage to put a complete board section between themselves and the lepers, then the lepers disappear down a side alley - remove them from play.

53-55 Street hawker

A crowd has gathered at the end of the street, where a street hawker sells his wares.

This event is resolved exactly as the peddler from page 17 of the Warhammer Quest Roleplay Book, 'Hazards Table'.

56-61 Flagellants

Passing by the temple gates, you are accosted by a group of raving Flagellants, who accuse

you of ungodliness and unworthiness, setting upon you with their heavy flails in a frenzy of righteousness.

There are 2d6+2 Flagellants, placed as usual using the rule of one on one. Each one has the following profile:

Number	2d6+2
Move	4
Weapon Skill	3
Ballistic Skill	n/a.
Strength	4
Toughness	4
Wounds	9
Initiative	3
Attacks	2
Gold	none
Armour	-
Damage	1d6 +strength

Enemy's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	2	3	4	4	4	4	5	5	5	5

Special Rules
Frenzy 5+, flail (+2 strength, -2 to hit)

If you kill the Flagellants, roll a dice when they are all dead. On a roll of a 1 another 2d6 pour out of the temple. On a roll of 2 or 3 you are arrested by the watch for trouble making and thrown out of town. On a 4-6 the temple authorities apologise for the trouble - you each gain +2 on the dice roll during your next visit to the temple.

62-64 Street Artists

The Warriors are captivated by a particularly brilliant team of street artists, who are performing their own rendition of a popular and contemporary play.

The play the Warriors watch is called (roll once on each of the tables below, taking a note of the numbers rolled)

1d6	
1	*Death of ...*
2	*The lost love of ...*
3	*A return to ...*
4	*No Solace for ...*
5	*Cursed be ...*
6	*Drunken as ...*

1d6	
1	*... The Emperor*
2	*... A love struck wastrel*
3	*... Solitude*
4	*... The creeping dead*
5	*... The Sylvanian Counts*
6	*... The Ever hungry Halfling!*

The performance lasts 1d3 turns, during which the Warriors may do nothing but watch. At the end of the performance, roll another dice to see how good or bad the actors were.

1 **Appaling!** The Warriors have never seen such rubbish in their lives, and spend the next turn pelting the unfortunate actors with rotten vegetables.

2-5 **Entertaining.** The Warriors each give the actors 10 gold x the total of the numbers rolled on the tables above.

6 **Splendid!** The Warriors are captivated, and shower the actors with well earned praise, and a lot of gold too! The Warriors each give the actors 50 gold x the total of the numbers rolled on the tables above.

65-66 False Accusation

Studying the weapons on display in a local smithy, one of the Warriors feels a steel gauntleted hand upon his shoulder. It is the marshal of the watch, the Warrior is arrested and accused of a crime he did not commit!

Take a Warrior counter to see who is arrested and thrown on the mercy of the courts. That Warrior must roll on the tables below in turn to see what crime he is accused of, and what his sentence is.

1d6	**Crime**
1	Troublemaking
2	Robbery
3	Forgery
4	Arson
5	Treachery
6	Murder

1d6	**Sentence**
1	Innocent
2	A stern warning!
3	1000 gold fine
4	Lose a limb
5	10 years in jail
6	Death by (roll on execution table below)

1d6	Execution Method
1	Burning
2	Beheading
3	Starvation
4	Drowning
5	Torture
6	Firing squad

10 years in jail
This effectively means that the Warrior is out of the game (as indeed does 'sentenced to death by...'). However, at the start of every adventure from now on, roll a dice for that Warrior. On a score of a 5 or 6 he escapes, together with all his gear, and may rejoin his fellow Warriors.

Lose a limb
The authorities decide to chop off one of the Warrior's limbs as his punishment. You may choose which. If he loses a leg, then the Warrior's move rate is cut by half, and his escape from pinning roll is always a 6+.

If you lose a hand, then your to hit rolls are made at -2, and you may never use a missile weapon or cast spells. If you lose another limb, you may not fight at all.

Buying your freedom
The other Warriors may bail you out if they wish. The cost of this will be found by adding together all the dice rolls you made on the Crime/Sentence/Execution tables and multiplying the result by 100. That is how much gold it will cost for you to walk free unharmed. You are banished from the city, however, and may never venture there again on pain of death. If you do ever return to this city, roll a dice as you enter the city. On a roll of a 1, you are recognised, captured and immediately executed.

WARHAMMER QUEST TOWN RULES & THE GAMESMASTER

If you are playing the town rules in a game run by a gamesmaster then he is a lot freer to decide what happens. He can use Citadel miniatures to represent the inhabitants, having them walk on and off the board as he wishes, and noting what special abilities each has if any. He can map out the town in advance if he wants to add more detail, writing down which are the exclusive quarters, where the temples are located, where the city watch are based and which areas are the most dangerous to visit.

GETCHA MITZ ON OUR PRE-RELEESEZ!

Da Humies dat work in da Citadel Forjes often give uz sum minichorez dat won't be releesed for sum time (dis is soze we don't giv em a good kikkin'!). Yoo kan now get 'old of dese before da releese date! For eksampul, resuntly we 'ad sum of da brill noo Space Marine Devastators by da ace (for a Humie) Jes Goodwin an' also a fistful of Battlefleet Goffik Spaceships. Torkin' of fistfuls, if yoo don't see sense an' give da humies a call (yoo karnt order dem by post or fax!) to ask orl about wot is available on noo releese we'll be givin' yoo a fistful - know wot I meen?

Warhammer Quest™

THE BANK

by Michael Ruska

Are your adventurers weighed down under gold and treasure? Perhaps it's time to open a bank account to keep it all safe! Michael's rules offer a little extra help...

WHO CAN VISIT THE BANK?

Anyone may visit the bank. Unlike other special locations, the bank can be found in any kind of settlement, including villages (they have branches everywhere!)

ACCOUNTS

While in a bank, a warrior may:

- Open an account
- Check on an account
- Make a withdrawal from an account
- Deposit money into an account

OPENING AN ACCOUNT

To open an account at the bank, an adventurer must pay 10 gold to the bank. He must then make a deposit of at least 100 gold. You may only have one account for each adventurer.

CHECKING ON AN ACCOUNT

If your warrior has opened an account at a previous settlement, then he may now check on it. Roll 1D6, adding +1 if you are in a town or a city.

1-2 – The bank has been robbed, or worse! Roll on the Robberies and Catastrophes table.

3-6 – Your account has grown with interest. Roll on the Interest table.

ROBBERIES AND CATASTROPHES TABLE

Roll 2D6. Add +1 if you are in a town, and +2 if you are in a city.

2 - The bank claims to have no record of your account. All the money in it is lost and the account is dissolved. Your warrior may open another if he wishes.

3 - A daring raid on the main branch resulted in a lot of money being lost from many accounts, yours included. Your claim for recompense is met, but not fully. Half the money in your account is lost.

4-6 - A fire has burnt down most of this branch. Your account was unharmed, but you may not withdraw or deposit any money in this settlement.

7-9 - An unknown culprit has been siphoning money from several accounts for a couple of months. Your account has had 1D6 x 50 gold stolen from it.

10+ - Bad management has forced the bank to use account money to pay off debts. You have lost 10 gold for every one thousand in your account, rounding up.

INTEREST TABLE

Roll a D6.

1 - Your account has gained 1 D6 x 10 gold.

2 - Your account has gained 1D6 x 20 gold.

3 - Your account has gained 20 gold for every one thousand you already have, rounding up.

4 - Your account has gained ID6 x 50 gold.

5-6 - Your account has gained 1D6 x 100 gold.

MAKING A WITHDRAWAL

Once your warrior has checked his account he may (unless otherwise stated) withdraw some money from it. There is no limit to the amount of money a warrior withdraws, as long as it does not exceed the amount in his account. However if your warrior

withdraws enough money so that there is less than 50 gold left in his account, he must withdraw it all and the account is dissolved.

DEPOSITING MONEY

Once your warrior has checked his account, he may (unless otherwise stated) deposit some money into it. There is no limit to the amount that may be deposited, simply cross it off the gold he carries, and add it to the gold in his account.

NB: You must keep track of your warrior's account on his adventure sheet.

SAFETY DEPOSIT BOXES

Whilst in the bank a warrior may hire a safety deposit box. To do so costs 25 gold. A safety deposit box may be used to store up to five items of treasure at any one time. Whilst they are in a safety deposit box the warrior may not use these pieces of treasure. There is no limit to the amount of safety deposit boxes a warrior may have. Items may be removed from the box, or placed in the box, any time the warrior visits a bank. The only thing that will affect the box is a 4-6 on the Robberies and Catastrophes table, which will deny the warrior access to the box in this branch.

NB: A warrior does not need an account to have a safety deposit box.

NB: When a warrior dies the contents of any accounts and safety deposit boxes may be collected by another warrior, but the account and the box will be dissolved.

Da Roolz Boyz

Have you got a rules query? Do you want to know if we still have classic Citadel miniatures available?
If the answer to both these questions is 'yes!' or if you want to discuss any aspect of the Games Workshop hobby you should contact the Roolz Boyz, today!

Da Roolz Boyz,
Games Workshop Ltd,
Willow Road, Lenton, Nottingham, NG7 2WS
Telephone: 0115-91 40 000

Lines are open 6am-midnight
7 days a week

Warhammer Quest®

THE EYES OF DOOM

By Steve Hill

A Warhammer Quest adventure not for the faint hearted. Steve's campaign is dead good (*yes pun intended, want to make something of it? - Ed.*) but, as ever, it isn't official...

GAMESMASTERS ONLY. PLAYERS STOP READING HERE!!

This adventure is recommended for experienced players and characters (at least level 6). The dungeon requires quite a lot of initiative on the part of the players. Be prepared to give hints about actions they might make, but do not give the game away. For example, in some places, specific features or objects must be searched in order to reveal secret doorways or passages. In these cases, you shouldn't allow a generic search to reveal them, but could give a hint that a more detailed search might be fruitful.

The background story should give sufficient warnings about traps. A party that blunders ahead with little planning or caution will almost certainly meet a sad end. It is possible for them to become trapped in some areas too! As a Game Master, you might, if generously inclined, allow them to escape these situations if they devise a sufficiently cunning plan. Don't let the players get stuck for too long or they are likely to become disillusioned. If the lack of treasures becomes a problem, encourage them with the prospect of a mighty horde to come.

The scenario attempts to give guidelines for the more likely eventualities in each area, but these should not be regarded as exhaustive. Be prepared to improvise if your players are more imaginative, but don't reward crackpot schemes.

BACKGROUND

Many years ago Arn, an Empire sorcerer being near death, attempted to cheat fate at all costs. He turned his back on the magic of colours, and sought a darker knowledge. For many years he was able to preserve his aging body, but slowly and surely, time took its toll, and eventually he could no longer prevent the inevitable. Even so, after so much clinging to life, he could not face total oblivion and instead devised a wicked and terrible spell which would bring him an everlasting existence in undeath.

The price of the spell would be great. To gain sufficient energies he would be forced to slaughter many innocents. Moreover, the spell also required the hearts of eight great lords of the realm. Many tales of that time tell of grisly murders and people who disappeared, never to be seen again. The realm lived in fear of the unknown source of these events. Then, as suddenly as the terror began, it abruptly stopped. Now the sorcerer had all the ingredients of his master spell. He constructed a magical tomb to be a vessel for his body during the transformation. Indeed the tomb was part of the complex formula required for such a mighty spell. It was guarded by many traps and spells. No-one would be allowed to disrupt the spell.

Unfortunately for Arn, the spell failed to complete correctly, and his body has been lain in a state between life and undeath for many centuries. The tomb is well hidden and has been undisturbed all these years. Recently, however, a landslide in the region has allowed creatures from the tomb to escape and roam the territory. Local villages have been terrorised by animated corpses and living skeletons. The warriors have been hired to investigate and if possible eradicate the source of these foul creatures.

This adventure differs from many in that the final result will be a failure by the warriors. Indeed they will succeed in revitalising Arn. This provides a useful springboard into many other adventures and the warriors are doomed to meet him again and again. However, all will not be lost, and the warriors that survive will be richer and much wiser. After an adventure like this one. It would be well to send them into a hack and slash dungeon to calm them down a bit!

PLAYER INFORMATION

The information available to the players is rather more limited. Read out the following passage at the start of the adventure.

You have been hired to investigate a series of attacks on the villages on the upper Reik. The local militia have requested assistance from the army, but recent incursions from the Realm of Chaos make it impossible for them to lend any aid.

Although the information is sketchy, the attacks seem to be unco-ordinated and random. One thing that is common to all attacks is the sense of fear that precedes them. The few surviving witnesses speak of foul skeletal creatures and living corpses. This may be exaggeration. There are no reported necromantic activities in the region.

The journey is uneventful, and almost dull. On your arrival, you are greeted as great saviours and plied with much food and drink. The local militia have been studying the pattern of attacks, and are certain they must emanate from an escarpment to the north which is known locally as The Howe, although, no one really knows why. None have dared to investigate any further, and none are willing to accompany you. They do reveal that there is an old path leading up the cliff which has seldom been used, but it is believed to have been blocked by recent rock falls.

SPECIAL RULES

Some of the situations in this adventure are not covered by the rules in the Roleplay booklet. For these you will need to refer to the following rules.

TELEPORTS

There are a number of teleports in this dungeon, all of which are covered by the following rules:

2	1 Wraith
3	1D2 Mummies
4	1D6 Wights
5	18 Giant Spiders
6	3D6 Zombies
7	6+2D6 Skeletons
8	2D6 Skeletons, 1D6 Zombies
9	18 Giant Rats
10	1D6 Ghosts
11	1D3 Wight Lords
12	Roll Twice on this table (reroll further 12s)

The Rule of Attachment: If a warrior enters a teleport square, they are normally instantaneously transported to the destination. The transport will take place even if the warrior is jumping or flying. There is one important exception to this rule. If the warrior has any sort of physical connection to a region outside the teleporter, then no transport will take place . For example, if a warrior enters a teleporter whilst attached to a rope held by his companions, he will not be transported. This rule is important because it allows characters to cross teleporters.

The Rule of Displacement: If a warrior is teleported to a square that is already occupied, they will instead land on the nearest adjacent square.

TOTAL DARKNESS

A number of regions in this adventure have been magically shrouded in darkness. These places are especially dangerous since it is extremely difficult to fight and navigate. No light will have an effect in these places. In the dark, warriors will be unable to make or read maps, so the tiles for these areas are placed behind the Gamesmaster's screen. Any spell casting that requires targeting is impossible, as is ordinary missile fire.

When fighting in the dark, all attacks are at -2 to hit and -1 damage per dice. Monsters are never pinned in the dark because the warriors will not be able to see their opponents, you will have to

describe the sounds that they make . For example, skeletons will make creaking and rattling sounds and zombies might shuffle and moan – be creative and atmospheric.

A search for pits can be carried out in the dark on a square by square basis, but suffers a -2 penalty on a roll against initiative.

PITS

There are many pit traps in this dungeon. You should keep track of which ones have been sprung, and what sort they turn out to be. The pits are fairly easy to climb out of, even without a rope. When a warrior falls in a pit, roll on the following table (alternatively you may with to predetermine the pits either at random, or by choosing them yourself):

1-2 Ordinary pit trap causing 1D6+1 damage ignoring the effect of toughness and armour.

3-4 Pit with sharpened spikes causing 1D6+3 damage ignoring toughness and armour.

5 Pit with poisoned spikes. Damage is 1D6+3 ignoring toughness and armour. In addition if the damage reduces the warrior to 0 wounds, their strength is permanently reduced by 1. See the poison entry in the bestiary (page 85 of the Roleplay book).

6 Deep pit with poisoned spikes. As 5, but damage is 2D6+3

UNEXPECTED EVENTS

The tomb is suffused with evil energies. The tormented souls of the victims of Arn's terror haunt the dark forbidding corridors, and will attack any who disturb them. As normal, an unexpected event will occur on a D6 roll of 1 (except in the Entrance Maze) in the power phase. Roll 2D6 on the table to determine the creatures that attack. Feel free to increase the numbers of creatures if the warriors dawdle.

Remember that many of these creatures cause *Fear* or *Terror* (and this applies even in areas of total darkness. None of these creatures has any treasure, although gold should be awarded for defeating them in the normal way.

The monsters may attack in any part of the tomb, even if it is sealed off. Some will leap from the shadows, others will simply walk through the walls. Some might lay hidden in the centuries old dust and debris that coats many of the floors. Creatures such as rats and spiders can squeeze through cracks in the walls too narrow for a warrior.

BESTIARY

This adventure introduces three new creatures which you can use in any of your subsequent dungeons if you wish.

GARGOYLE

Gargoyles are foul, winged creatures with stone like flesh (*Harpy models are ideal for these -Ed.*)

They are often found in graveyards and other places where the undead are to be found. They attack using their hind claws to rake their victims from above. They can also pick their victims up and drop them causing even more damage.

Wounds:	10	**Initiative:**	5
Move:	8	**Attacks:**	2
Weapon Skill:	4	**Gold (each):**	250
Ballistic Skill:	-	**Armour:**	-
Strength:	4	**Damage:**	1D6
Toughness:	4		

Special Rules: Fly, Fear 6, Grab and drop 2/1.

Grab and drop (2/1)
When at least 2 attacks succeed the monster picks up the victim, and flies, high into the air. It then drops the target causing an extra d6 damage ignoring toughness and armour.

MAGIC STATUE

Magic statues are often used by magicians and the like to defend important treasures. They come in a variety of shapes and forms and can be made to look like ordinary pillars and columns.

Wounds:	15	**Initiative:**	3
Move:	4	**Attacks:**	1
Weapon Skill:	3	**Gold (each):**	None (see Special Note below)
Ballistic Skill:	-	**Armour:**	-
Strength:	4	**Damage:**	2D6
Toughness:	6		

Special Rules: Ignore blows 5.

Special Note
In this adventure, the statues are enchanted such that they regenerate whenever they return to their original resting place. Therefore, the gold value is academic - the warriors can never defeat these creatures.

GIANT SERPENT

Giant snakes are not uncommon in the Warhammer world. Many are the Chaos-tainted spawn of normal snakes, but others have undoubtedly existed for millions of years.

Wounds:	5	**Initiative:**	4
Move:	6	**Attacks:**	2
Weapon Skill:	3	**Gold (each):**	100
Ballistic Skill:	-	**Armour:**	-
Strength:	3	**Damage:**	1D6
Toughness:	3		

Special Rules: Gang up, Poison.

DUNGEON NOTES

The warriors' investigations lead them to the foot of a sheer cliff, where they soon discover the old and long-disused path. Drawn by their curiosity, they ascend the steep and winding path, in places crumbled almost to nothing. Half way up the cliff the path suddenly ends. blocked by a huge rock. A closer examination reveals that there is a narrow space behind the rock which leads into a dark passageway. It is just possible for a warrior to squeeze through the space.

1. TELEPORT TRAP

You find yourself in a short corridor. The walls are plastered and decorated with fantastic images. The rock is behind you and a small amount of natural light seeps in. There is dust on the floor, but little that would suggest anything had been here for many hundreds of years.

The decorations are oppressive. Looking at them for any amount of time makes you feel uneasy. The wizard senses that they are definitely of a magical nature, but cannot ascertain their purpose.

When the first warrior enters the square marked with M, the dust on the floor starts to swirl about. It gathers itself into a horrible apparition which howls and wails. It does not attack, but issues a series of warnings in an archaic form of speech, just barely understandable:

"If death ye seek, proceed"

"Begone, lest thine own destruction be thy quest"

If the warriors retreat, the apparition will disperse. However, if they proceed, it will attack them. The first attack takes place outside the normal turn sequence. It may attack again in the monsters' phase. It is a **ghost** (page 114 in the roleplay book).

When the warriors enter the end of the section marked with a **T**, they are instantly teleported to The Entrance Maze. Take the model off the table and hide it behind your screen. Pass a note to each warrior that enters stating: "you are in total darkness". Do not let them communicate their predicament to the other players. Eventually all the warriors should go in, but you should keep track of how long they dither. For each turn elapsed between the first warrior entering and the last warrior taking the plunge, roll for unexpected events for those already in The Entrance Maze.

2. THE ENTRANCE MAZE

The teleported warriors start in the squares marked **D**. You should construct the map for this section out of the sight of the players. The whole area is shrouded in **total darkness**. They will have to feel their way through the dungeon , and you should move their pieces on your map reporting anything that happens to them as they move.

Unexpected events occur here on a D6 roll of 1 or 2. Roll as usual on the unexpected event chart, but remember not to describe the creatures since the players will be unable to see them, and apply the deductions due to fighting in the dark detailed earlier. Undead creatures do not need light to perceive their enemies, and rats and spiders have other senses which enable them to fight effectively.

The squares marked **P** are pits. Roll on the pit trap table to determine their effects, and note them down. As the warriors advance through the maze, they will probably find traps that have already been sprung. They might still fall in if they are careless. Hopefully this should give a clue as to the nature of this maze.

The teleport traps in this area should give the impression that the dungeon is much bigger than it really is. Teleports are marked with a **T**, and transport the warriors to the squares marked D. The teleports do not rotate the warriors. Warriors might notice something odd on an initiative roll at a -1 or -2 penalty, depending on how much attention the player is taking. If they are successful, you should indicate that the warrior feels disorientated, as though they had been moved without knowing it.

3. THE FIRST HALL

You are standing in a high vaulted chamber. At the far end, set into or against the wall, is a huge carved face. The gem-like eyes glare menacingly towards you, and the mouth gapes wide enough to fit a man.

Along both side walls hang old, but once rich tapestries, The tapestries depict the heroic deeds of a great wizard. They show him summoning storms and earthquakes, defeating armies single-handed, parting the seas and ordering the motions of the stars.

The squares marked **P** contain a vicious pit trap which is deep and spiked. Anyone falling into the pit suffers 2D6+2 damage with no modifications for armour or toughness.

The secret doors can only be discovered if the tapestries are first removed from the walls. When one is opened the other will automatically fly open also, and the creatures within the passage will leap out. There are 6 **Gargoyles** – see the profiles in the gamesmaster's notes.

Further examination of the face statue will reveal that the gaping mouth is in fact a small tunnel leading into the darkness. The end cannot be seen by the light of the lantern. However, this is yet another trap as anyone foolish enough to try to enter it will find out. When a warrior is completely within the mouth, the statue will animate and bite the character for 3D6 damage modified for armour and toughness. Worse still on a D6 roll of 1 or 2 the warrior will lose an item of armour determined at random, due to the crushing power of the mouth. Once a warrior is bitten they will be spat out.

The eyes are indeed gems, and they look valuable indeed, but their main purpose is to open a doorway in the Eyes of Doom. It proves to be quite easy to remove them from the statue. It is important that the warriors should take them, but if they are being very dense, let them suffer!

The exit from this room is a trap door above the head of the statue. It is relatively east to spot, but the warriors must say that they are looking at the ceiling as part of their search. The door can be opened by pushing it. The statue provides a useful way of climbing up to...

4. THE STAIR

This plain stairway leads up to a heavily carved wooden doorway. Roll a D6 for each warrior. On a roll of 1 or 2, they suddenly feel very uneasy about the door and stairway.

The only writing on the door which can be deciphered give the following encouraging message:

Death Comes to All That Proceed

The instant the warriors open the door (ie. by exploring), the stairs turn into a slide. Each warrior must test against initiative to see if they successfully leap off the stair. The test should be made at -1 for each square they need to move to get off the steps. Anyone that fails will slide straight down the stair and onto the pit below taking 3D6+3 damage ignoring armour and toughness. The stair resets itself one turn later.

5. THE EYE CHAMBER

You are in a most peculiar chamber. The floor is made of some kind of polished green semi-translucent stone.The most striking features of the room are, however, the eyes, in the centre of the room is a huge dome-like eye made of white marble. It stands some 3 feet high at the centre and is set into the green floor. The eye has a green iris and a flat black pupil. Along the walls are more eyes. These are smaller, and stare across the room at one another.

You will have to keep careful track of the movements of the warriors in this room. The squares marked **B** trigger a bolt of energy to flash across the room from one of the wall mounted eyes. Any warrior caught by such a bolt suffers 1D6 damage ignoring toughness and armour. Every time a warrior triggers one of the traps, the damage increases by two points, so a second triggering causes 1D6+2, the third 1D6+4 and so-on.

To avoid the traps, the warriors must move quickly over the trapped squares, either by running , or by leaping. They should make a test against initiative in either case with no modifiers.

The exit to the room is a secret trap door in the ceiling which is easily reached by carefully standing on the large eye. The trap door should only be revealed if the party decide to search the ceiling. However, the trap door s locked and the key lies in the room below this one. No other method will succeed in opening it.

The route to the lower room is via the pupil of the eye which is in actuality another totally dark tunnel. The safest way to navigate the tunnel is probably to climb down on a rope. Without it-test against both strength and initiative at +1. A failed test indicates that the warrior has fallen into the crypt taking 2D6+2 damage ignoring armour and toughness.

6. THE CRYPT

In this room, the remains of the eight lords murdered by Arn lie entombed in stone sarcophagi. Each body has been used to supply ingredients for Arn's master spell.

The ceiling and floor of this dingy room bear the eye motif in bas-relief. Around the walls stand eight heavy stone sarcophagi, each of which is covered in strange runes and diagrams. They are clearly of a magical nature.

It is airless and unpleasant in here. There is a foul musty dank odour that takes your breath.

It would come as no great surprise to the warriors that the tombs are inhabited by skeletons.

However, the skeletons do not attack when the sarcophagi are opened. Each skeleton bears a gold medallion with more runes and magical symbols on them. The wizard should be able (test initiative at +2) to establish that they are part of a spell.

If the warriors attempt to remove any of the medallions all eight of them will animate and attack. Place a skeleton in a square adjacent to each sarcophagus. The creatures are **Tomb Guardians** (page 115 of the Roleplay Book).

The guardians will have no treasure save for the medallions which are worth 50 gold each. The medallion's main purpose, however, is to allow the warriors to leave The Mouth Room. A careful search of the sarcophagi will reveal an ivory key which will open the trap-door in the Eye Chamber.

7. REALITY CHECK

This passageway forks into two parts. Treat the whole area as one region for game purposes, even though you will need to use some doors to hold the boards together.

You are in a low passageway which forks into two separate paths. The walls are covered in a thickly daubed crumbling plaster.

When the warriors can see round the corner read the following passage:

At the far end is a door which has a single glaring eye painted upon it. There are faint inscriptions on the doors which cannot be read from this distance.

Any character may try to read the inscription. Make a test against initiative applying the modifiers on page 166 of the Roleplay booklet. A test versus willpower is not required. The inscription on both doors says:

"Will you choose a way!"

Neither door can be opened. The door in the right fork is false. The door in the left fork is an illusion and can be disbelieved if a successful test versus willpower is made. Once one member of the party has succeeded, the others gain +2 in this test. Any that still believe in the border will have to be tricked into crossing the threshold (e.g. blindfolded and spun round a few times).

The plaster is hollow, and can be smashed off the walls. It takes one turn for a warrior to clear one squares length of wall. However, the noise is likely to attract the attentions of the denizens of this tomb. Roll 3D6 (looking worried) and if any is a 1 an unexpected event occurs.

8. TRAPS AND TELEPORTS

In order to navigate this passage successfully, the warriors will have to make use of the rule of attachment.

You are in an unremarkable passage. A rope lies on the floor from the door you have entered to the far end.

The squares marked **T** are teleporters that return the warriors to one of the squares just inside the room (determined at random, but following the rule of displacement). The only way across is to keep contact with something that lies outside the teleporter. For example the rope will do quite nicely and was used by the creatures that delved these tunnels many centuries ago.

The squares marked **P** are a pit. Anyone falling in this pit suffers 1D6+1 damage. The exit to this area lies at the bottom of the pit. The warriors must search the pit in order to discover it.

9. THE SANDS OF TIME

You are standing in a wide hall dominated by a huge hour glass which stands on a dais in the centre. The walls are plain, but in each corner stands a 6 foot high marble column, the purpose of which is not clear. You notice that the hour glass has stopped.

Beyond the hour glass at the far end of the room a small empty chamber can be seen.

The columns are **Magical Statues**, see the profile in the Gamesmaster's notes.

They are enchanted such that they will protect the hour glass from any interference. If the hour glass is touched select one at random. It will attack the nearest warrior. When a column is defeated it will return to its corner, but will regenerate and be ready for battle immediately. If the glass is under any more of a threat, then two or more of the columns may attack. Under no circumstances will they allow any serious harm to come to the hour glass.

As soon as any warrior enters a square in front of the small chamber, a disembodied voice will intone:

"Begone from here, pass this way and disturb not those who sleep."

The room is another teleporter. Anyone entering the room will be transported to The Entrance. If the whole party opts for this course of action, then things should not be too complicated. However, if only one warrior is isolated, you will have to run their perilous journey back to this point separately, preferably without the others around–send them out for a coffee or something. Keep track of how many turns this journey takes, and then swap over allowing the others to continue. Eventually, the parties should be re-united!

The exit to the room is under the hour glass. A close inspection will reveal that there is a hollow space underneath it. Moving the glass starts the sand flowing again and reveals a stairway leading down into darkness. It can easily be pushed by one warrior; the others will be busy fighting the statues. From here on, it is important to count the number of turns that the warriors take as it will affect the strength of Arn in the final encounter. When the sands begin to flow again you should make it sound urgent (as indeed it is), and try to hurry them along.

The stairs lead down into darkness there is a hint of a wider space beyond. A foul rotting odour is wafting up the stairway. You can hear the faint sound of dripping water.

10. MOUTH ROOM

As you enter the room, you see three other exits. Each is in the form of a huge head with gaping mouth and faintly glowing eyes. The eyes seem to follow you around the room. The passages beyond are shrouded in darkness.

In the centre of the room is a pool filled with rank fetid water. Another face is set in the ceiling above the pool, its gaping mouth slowly vomits water into the pool. Stalactites have begun to form around its lips.

The pool and gaping mouth are red herrings. The warriors will be unable to climb far up the gaping mouth tube - it will prove to be too slippery. Anyone trying is likely to slip into the fetid pool will contract a a dreadful disease reducing their toughness by 1 for the duration of the adventure. The same applies if anyone decides to drink the water (urgh).

If the warriors examine the mouth archways, they will discover inscriptions above them which read: right arch - "The Right Way", left arch - "The Sinister Way" and the middle arch "The Straight Way". When the players approach (unless they are wearing the medallions from the Crypt) the mouths will suddenly shut and a booming voice will intone:

"*Only the anointed appointed bearers or wearers may pass*".

The passages leading from this room are shrouded in total darkness and follow the rules given earlier. Remember to move the miniatures out of sight for the players. Each passage proceeds for one corridor section, and terminates in a dead end. The squares marked **P** are pit traps (roll on the pit trap table). If the warriors are careful, allow them to spot them on a successful initiative roll with no modifiers (they should be used to looking for these traps by now). However, if they take no precautions feel free to select the worst traps!

Careful inspections of the left wall of the straight way will reveal a series of hand and foot holds. A short climb brings the warriors into the ante-chamber of:

11. THE EYES OF DOOM

It is worth dwelling on the description of this room. It is the chamber that gives the dungeon its name, and should be described in all its terrible glory.

You are standing at the entrance to a horrific chamber. The floor is a seething mass of disembodied eyes which pulsate and writhe whilst constantly glaring at you. There is nothing but pure hatred in their stare. In the centre of the chamber a single column of skulls supports a massive eye which is slowly rotating. Around the walls are numerous green serpent heads with red flickering tongues. At the far end of the chamber is another of the faces similar to those in the previous chamber. This one is firmly shut.

If they enquire, you should mention that the eyes of this archway do not glow, and are in fact simply hollow depressions.

The sea of eyes acts in the same way as a creature which causes *Terror 8*. The characters must test immediately, or suffer penalties while they remain in the chamber. In addition they suffer a 50% reduction on their move while in the sea which is waist high. In fact, the sea is an illusion if the warriors successfully disbelieve it (test at -1 on willpower), they automatically recover from the Terror, and can move normally.

The **Giant Serpents** on the other hand are very real and will attack anyone who enters the room - there are 20 of them. See their profile in the Gamesmaster's notes. The rotating eye is also very real. When the characters first enter the room it is gazing at the far wall, but it rotates by 90 degrees each turn. Any warrior that is crossed by its gaze whilst in the room (not the side chambers) is automatically hit by a bolt of energy for 2D6 damage ignoring armour.
The mouth archway can only be made to open by placing the eyes from The First Hall into the vacant sockets, whereupon they will become firmly fixed in place.

12. THE ANTECHAMBER

The chamber which lies before you is, without a doubt, a tomb of some sort. The walls are lined with sarcophagi, and in the centre is a huge stone-lidded tomb, ornately carved and decorated with numerous eye motifs.

The walls are plastered and painted with images from the rest of the dungeon. On the right and far walls are painted eyes and the left wall bears a huge painted gaping mouth, like the archways that you have already seen.

As you enter the room, the sarcophagi begin to open and the lid begins to slide from the stone tomb. Out springs a black cowled figure wielding a staff capped by a glaring eye.
Fortunately for the warriors, only a few of the sarcophagi contain monsters. There are 2 **Mummies,** and the cowled figure is a **Wraith**. This chamber is not Arn's resting place, but the last line of defence. The staff is a worthless imitation.

A search of the tomb and sarcophagi will reveal a paltry 100 gold. The lack of treasure on this adventure, and the fake staff should be sufficient to convince the warriors that there is more to discover.

In order to find the secret door, the warriors will have to break the plaster from the walls to reveal a heavy doorway exactly underneath the mouth of the mural. However, Arn has one last trick up his sleeve. The plaster has been laced with poison gas pellets which will explode when it is disturbed. Anyone breaking the plaster will automatically suffer one effect from the table below. Warriors in the same room have a chance to avoid the effects. Roll against initiative at -1 to see if they manage to cover their mouths and eyes in time. Anyone outside the room will be unaffected.

1-2	The gas attacks your eyes and causes partial blindness. All attacks are at -1 to hit and -1 on damage until the end of the adventure.
3-4	The gas is poisonous and causes 2D6 damage ignoring armour and toughness. Moreover, if the damage takes you to zero wounds, you lose one point of strength permanently (see page 85 of the Roleplay book).
5-6	The gas causes paralysis for 1D6 turns. You are unable to perform any actions.

13. THE GATES OF UNDEATH

Gazing through the doorway you see a room with black walls and grey stone flags. A figure stands in the centre of the room bathed in multi-coloured lights which emanate from an eye carved or painted onto the ceiling.

There can now be little doubt that this creature is the evil creator of this place. In his right hand he bears a replica of the eye staff from the antechamber, and in his left a glowing skull. His flesh is shrivelled and blackened with age, and bones protrude from the flesh on his hands, and yet he seems energised by an unnatural vigour.

As he sees you he cackles, levels his staff and incants ancient words of evil.

This, at last is Arn. He is a **Liche** (see Bestiary page 114). In addition he bears the Eye Staff and the Power Skull. The staff counts as his magic weapon, and the skull as one of his magic items. Determine his other magic item by rolling on the table on page 84 of the Roleplay Booklet.

The Eye Staff: When Arn hits with the Eye Staff, it causes 4D6+5 damage as normal. In addition, the staff drains one point of willpower. Willpower is recovered at the end of the adventure. Any warrior reduced to zero willpower becomes a zombie under Arn's control

The Skull of Power: When a spell is cast at Arn, he may use the skull to attempt to absorb the energy. Roll a D6, if the roll is a 5 or 6, then the spell doesn't affect him. If you roll a 1, then any energy already stored in the skull is catastrophically released causing 1 point of damage for every point stored in the skull to Arn and anyone within 2 squares of him, ignoring armour.

Arn has no real interest in killing the warriors, but delights in their pain and fear, so will toy with them for a while. He is also weak from the transformation process, so cannot fight for long. Divide the number of turns that the warriors took to reach this point after disturbing the hour glass by ten rounding fractions down. This is the number of turns that Arn will fight. If your warriors took a very long time to reach this point, then you might want to limit the fighting to, say, three turns, otherwise there is likely to be an unsightly bloodbath. he will then shout a dreadful curse, which will cause a dark tunnel to open at the far side of the chamber. He suddenly disappears leaving only a disembodied voice to reveal the dreadful truth:

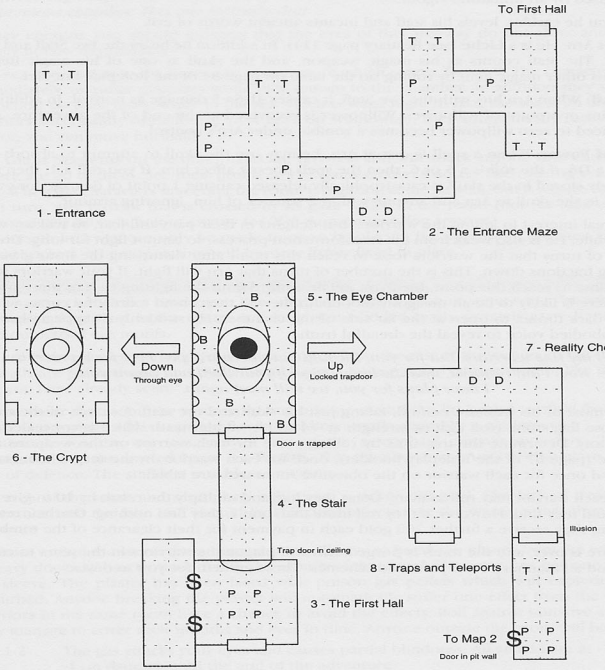
"Farewell my fine warriors. But for you, I would have been trapped here for an eternity.
Now I am restored, and the knowledge of your deed will haunt you.
I have plans for you, we will meet again."

Arn has left most of his treasure behind, taking just his skull and eye staff. A search of the room reveals a loose flag stone (roll against strength at +1 to lift), underneath which is concealed the following booty. Determine the treasures by rolling twice for each warrior on the weapons and armour table (page 67 of the Roleplay booklet), once for each warrior on the magic items table (page 69) and once for each warrior on the objective room treasure table.

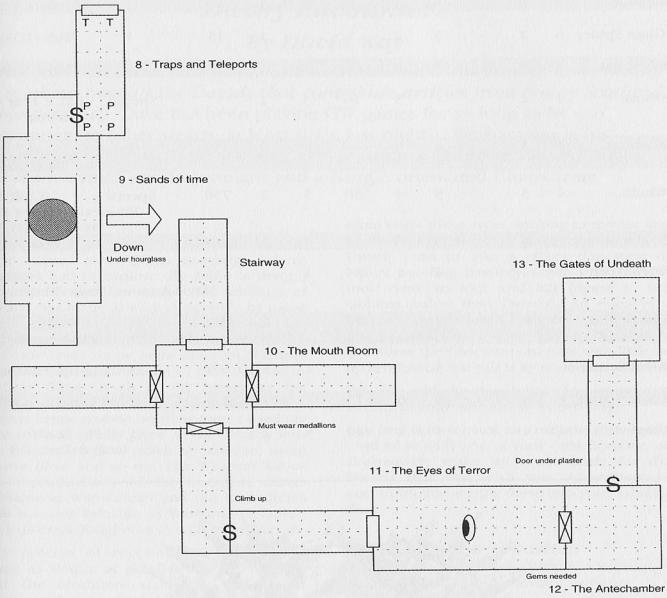
In addition each warrior may roll as many D6 as they like and multiply the result by 10 to give the amount of gold they find. However, if they roll more than one 1, they find nothing. On their return to civilisation, they receive a further 200 gold each in payment for their clearance of the tomb.

The adventure is over, and the tomb is purged. Arn will plague the warriors in the years to come - being behind all manner of evil plots and schemes. These are left for you to devise.

• MAP 1 •

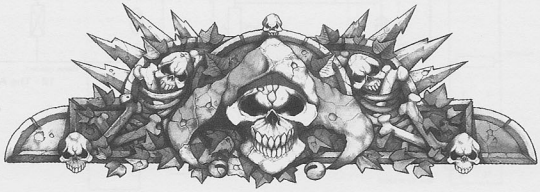

To First Hall
1 - Entrance
2 - The Entrance Maze
5 - The Eye Chamber
Down
Through eye
Up
Locked trapdoor
6 - The Crypt
Door is trapped
4 - The Stair
Trap door in ceiling
3 - The First Hall
7 - Reality Check
Illusion
8 - Traps and Teleports
To Map 2
Door in pit wall

• MAP 2 •


T T
8 - Traps and Teleports
S
P P
P P
9 - Sands of time
Down
Under hourglass
Stairway
13 - The Gates of Undeath
10 - The Mouth Room
Must wear medallions
Door under plaster
11 - The Eyes of Terror
S
Climb up
S
Gems needed
12 - The Antechamber

MONSTER SUMMARY

Race/Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	Special Rules
Skeleton	4	2	5+	3	3	5	2	1	80	-	1	Armed with Bow (1-3) Sword(4-6); Fear 5; Regenerate 1
Zombie	4	2	-	3	3	5	1	1	40	-	1	Fear 3
Giant Spider	6	2	-	S	2	1	-	1	15	-	1	Web (1D3)
Giant Rat	6	2	-	3	3	1	4	1	25	-	S	Deathleap
Ghost	4	2	-	-	3	16	3	1	-	-	Special.	Chill 1; Fear 6 Ethereal -1
Mummy	3	3	-	4	5	40	3	2	450	-	2	Fear 7 Tomb Rat (1D3)
Wraith	4	3	-	3	4	30	3	2	750	-	Special	Chill 2 Ethereal 1; Terror 8
Wight	4	3	-	3	4	14	3	1	370	2	2	Fear 7
Wight Lord	4	4	-	4	4	35	4	2	650	2	2	Fear8 Magic Armour; Magic Weapon
Liche	4	7	A	5	4	40	6	5	3500	-	4	Fear10 Necromantic Magic 3; 2 Magic Items; Magic Weapon; Regenerate 2
Giant Serpent	6	3	-	3	3	5	4	2	100	-	1	Gang Up; Poison
Magic Statue	4	3	-	3	6	15	3	1	200	-	2	Ignore blows 5
Gargoyle	6	4	-	4	4	10	5	2	250	-	1	Fly; Fear 6; Grab & Drop 2/1



Warhammer Quest®

DANGEROUS DWARFS

Dwarf Encounters

By David Kay

Dave is a twenty-four year old Aussie from Brisbane, but used to go to school in Scotland *(are all the Davids that contribute articles from bonny Scotland I wonder? -Ed)*. Dave has been playing GW games for as long as he can remember (in other words, at least since last night!). Warhammer is his present focus although he also enjoys Warhammer Quest and Blood Bowl. His main armies are Bretonnians and a Nurgle orientated Chaos army.

Introduction

This article is the result of several games that were played in a Quest campaign where Warriors had to explore the ruins of several DwarfHolds and Fortresses. The addition of Dwarfs was made as easy as possible by using the balnk event cards that you get in the box. The Dwarf characteristics were play tested up to Battle Level six by eight different Warriors and have proved satisfactory. I have decided to include these in all of my games as the thought of running into twelve angry Troll Slayers keeps anyone on their toes. I tried my best to fit the skills given to the Dwarfs into the existing rules as much as possible, using *Ignore Blow* and so on. The Weapon Runes are reproductions of the cheapest Runes available in Warhammer and the Rune Items give bonuses valuable in Warhammer Quest, such as extra Toughness to a Daemon Slayer.

The process of encountering Dwarfs was made as simple as possible for the Warriors and the modifiers are there to remind everyone that the Dwarfs still remember the War of the Beard, even if they weren't there themselves.

I'm sure that you'll agree the encounters with Dwarfs are a welcome addition and quite apt considering the location of many adaventures is the abandoned parts of the Dwarf Empire.

Many of the dungeons that the warriors explore during their quest are in fact the ruins of the once great Dwarf civilisation. Dwarfs often enter these areas, seeking to restore lost artefacts or reclaim their lost Strongholds. The Dwarfs tend to take a rather dim view of others entering territory which they view as their own, to loot and kill (albeit to kill Goblins rather than Dwarfs). An encounter between Dwarfs and Characters can end in a number of different ways. Usually the Dwarfs will allow the Characters to pass with little or no hindrance, but this is by no means assured.

You can add the possibility of encountering Dwarfs to your adventures in two ways:

The first is to replace an entry on your battle level table with one of your own devising, or alternatively make up event cards for the Dwarfs that you wish your Characters to encounter and shuffle these into your existing deck.

Here There Be Dwarfs...

Any time the Characters encounter a group of Dwarfs, roll a D6 and consult this table:-

1. Enraged at the violation of their sacred Halls, the Dwarfs attack! Fight a combat as normal but the Dwarfs get to attack first as if they ambushed the Characters.

2-3. The Dwarfs look the Characters up and down and look quite unimpressed. Their leader demands a toll of 1D6x10 gold from each Character for safe passage through the halls. If anybody refuses to pay, the Dwarfs will attack as in 1 above.

4-5. The Dwarfs pass silently on their way, offering the Characters neither help nor hindrance.

6. Recognising the Characters as fellows in the great struggle against evil, the Dwarfs give the Characters D3 bandages and D3 provisions to help them in their quest.

Apply the following modifiers:

+1 for each Dwarf in the party including Slayers.

-1 for each Elf in the party including Wardancers and Rangers.

-1 if there is a Chaos Warrior in the party (Dwarfs are good at spotting them!)

DWARF ABILITIES

In the listing there are several 'monster skills' unique to Dwarfs. These are explained below.:

Magic Resistance, Ignore blow

These skills work as they do for normal monsters. The number given is the dice score necessary to succeed .

Slayer Damage (n)6+

Dwarf Slayers are expert warriors, able to fell monsters many times stronger than themselves with a single blow.

The number in brackets is the Slayer's strength for any Hit made with a natural roll of 6. So, a Giant Slayer who rolled a 6 to hit would do 2D6+8 damage (Ouch!)

Rune Armour

This simply means that the Dwarf is wearing magical armour enchanted with Dwarf Runes.

Rune Weapon

A Dwarf Rune weapon will have D3 Runes inscribed on it. Roll to determine how many runes are on the weapon and then roll on the table below to determine which runes:

1. *Rune of Cutting:* A hit from a weapon inscribed with this rune will ignore 1 point of armour.

2. *Rune of Striking:* Each rune of Striking increases the bearer's WS by 1.

3. *Rune of Fury:* The bearer gains +1 attack for each rune of Fury on the weapon.

4. *Rune of Cleaving:* This adds +1 to the bearer's strength.

5. *Rune of Parrying:* The first warrior to attack the bearer of this rune loses 1 attack for that attack phase.

6. *Rune of Fate:* The first hit from a weapon with this rune causes double damage.

Note that the effects of these runes are cumulative; therefore two Runes of Cleaving will ignore 2 points of armour and two Runes of Fate will do double damage for the first two hits (they are not, however cumulative from turn to turn and do not multiply).

Rune Item

More important or heroic Dwarfs often carry talismanic items which can aid them in combat. Each Rune Item has D3 runes inscribed upon it. Roll on the table below to determine which rune are inscribed upon it:-

1. *Rune of Running:* This rune doubles the bearer's movement.

2. *Rune of Luck:* The bearer may automatically ignore the first blow against him.

3. *Rune of Resistance:* The bearer may ignore the effects of the first spell cast against him.

4. *Rune of Hatred:* Randomly select a character. The bearer of this rune will attempt to attack the Character wherever possible and will be at +1 to hit when doing so.

5. *Pyrrhic Rune:* When the bearer of this rune dies, he will explode! causing D6+6 wounds on everyone in adjacent squares modified as usual for Toughness and Armour.

6. *Rune of iron:* Each Rune of Iron increases the bearer's toughness by 1.

How to use Dwarf Encounters

Here are some sample encounters I have put together, simply fill out your blank cards from the Warhammer Quest set of expansion cards. Feel free to make up your own encounters, or even specific ones depending on where your Warriors are exploring: Kings Hall, mines, treasury, barracks, engineering guild, the list is almost endless.

SAMPLE ENCOUNTERS:

BATTLE LEVEL ONE
1D6+2 Dwarf warriors

1D6 Trollslayers

1D6+1 Miners

BATTLE LEVEL TWO
2D6 Warriors

1D6+4Trollslayers

1D6+3 Miners

1D6+1 Longbeards

BATTLE LEVEL THREE
2D6 trollslayers & I Giant Slayer

1D6+6 Miners

2D6 Longbeards

1D6+3 Ironbreakers

We're always interested in all manner of obscure stuff to do with Warhammer Quest, new characters, bad guys, encounters, towns and whole continents even...

But, no-one wants to send us any scenarios or campaigns. They don't have to be too in depth or running for decades, just a bit of monster bashing, but with a plot! So, go on give it a go.

WARHAMMER QUEST DWARFS

DWARF	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	Special Rules
Dwarf	3	4	4+	3	4	5	2	1	110	1	1	Magic Resistance 6+
Trollslayer	3	4	4+	3	4	7	2	1	110	0	1	Slayer Damage (7)6+, Magic Resistance 6+
Miner	3	4	4	5	4	5	2	1	130	2	1	Two-Handed Weapons, Magic Resistance 6+
Hammerers	3	5	4+	4	4	7	3	1	150	2	1/2 6+	Magic Resistance 6+
Longbeards	3	5	4+	4	4	8	3	1	150	2	1/2 6+	Magic Resistance 6+
Ironbreaker	3	5	4+	4	4	10	3	1	200	3	1/2 6+	Rune Armour, Magic Resistsance 6+
Champion	3	5	3+	4	4	12	3	2	480	3	2	Rune Weapon, Rune arm, Magic Resistance 6+
Giant Slayer	3	5	3+	4	4	16	3	2	630	-	2	Slayer-Damage (8)6+, Ignore Blow 6+, Rune Weapon, Magic Resistance 6+
Dragon Slayer	3	6	2+	4	5	27	4	3	1360	-	2	Slayer-Damage(9)6+, Ignore Blow 5+, Rune Weapon, Rune Item, Magic Resistance 6+
Hero	3	6	2+ §	4	5	22	4	3	1040	4	2	Rune Weapon, Rune Armour, Ignore Blow 6+, Magic Resistance 6+
Lord	3	7	A	4	5	35	5	4	1600	4	2/3 5+	Rune Armour, Rune Weapon, Ignore Blow 5+, Magic Resistance 6+
Daemon Slayer	3	7	A	4	5	39	5		2100	-	3	Slayer-Damage (10)6+, Ignore Blow 5+, Rune Weapon, Rune Item, Magic Resistance 6+

Warhammer Quest™

SPAWN OF THE OLD ONES

By Mark Brendan & Andy Jones

The rules for Lizardmen in Warhammer Quest finally see the light of day after the combined will of the Mage-Priest Lords teleported them out of the pages of White Dwarf 205. The mysterious missing article is revealed at last.

LEGACY OF THE ANCIENTS

IN A TIME ranged so far into antiquity that human minds can scarce comprehend its age, the Old Ones arrived in great silver craft from beyond the stars. With the aid of their servants, the Slann, they developed many of the primitive races which existed in the world at that time, including Dwarfs and Elves, and eventually Humans. They also bred reptiles and amphibians from the steamy jungles of Lustria to further their own designs, creating the Lizardmen races we know now. After the catastrophic collapse of their polar gateway which resulted in the creation of the Chaos Wastes, the Old Ones departed the world, leaving the Slann to carry out their mysterious plans.

SKINKS

Skinks were bred to carry out tasks requiring a degree of manual dexterity and competence beyond that of most Sauruses. Skinks are smaller and a lot more agile and intelligent than their larger brethren. In combat the Skinks duck and weave, using their incredible speed to place themselves beyond the reach of enemies so they can pepper them with poisoned arrows or javelins.

	Skink Warrior	Skink Champion	Skink Hero
Wounds:	2	8	15
Move:	6	6	6
Weapon Skill:	2	3	4
Ballistic Skill:	4+	3+	2+
Strength:	3	4	4
Toughness:	2	2	3
Initiative:	4	5	6
Attacks:	1	2	3
Gold (Each):	45	200	520
Armour:	0	0	1
Damage:	1D6	1D6	1D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
SKINK WARRIOR	3	4	4	4	5	5	6	6	6	6
CHAMPION	2	3	4	4	4	4	5	5	5	6
SKINK HERO	2	3	3	4	4	4	4	4	5	5

Special Rules (Skink Warrior)
Dodge 6+

Special Rules (Skink Champion)
Dodge 6+, Never Pinned

Special Rules (Skink Hero)
Dodge 5+, Never Pinned, Magic Weapon

CHAMELEON SKINKS

The rare and enigmatic Chameleon Skinks are now almost extinct, their unique spawning grounds having been destroyed centuries ago. The survivors of this tragic strain of Skink wander the jungle as loners, pausing occasionally at the cities of the Lizardmen to offer their unique brand of stealth and deadly ambush tactics wherever it is required.

	Chameleon Skink		
Wounds:	24	Attacks:	3
Move:	6	Gold (Each):	1020
Weapon Skill:	4	Armour:	2
Ballistic Skill:	2+	Damage:	2D6
Strength:	4		
Toughness:	4		
Initiative:	7		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
CHAMELEON SKINK	2	3	3	4	4	4	4	4	5	5

Special Rules (Chameleon Skinks)
Dodge 5+, Never Pinned, Magic Ambush 4+, Magic Weapon, Assassinate 6+

SKINK SHAMANS

The first people among the Lizardmen to recognise the Serpent deity, Sotek, were the Skinks. Ignored at first by the Slann and treated as idolaters, the Skinks developed the worship of Sotek in isolation from their brethren. As a result, these Skinks enjoyed a measure of magical prowess through their religion, and thus were born the Skink Shaman.

	Skink Shaman		
Wounds:	10	Attacks:	1
Move:	6	Gold (Each):	560
Weapon Skill:	2	Armour:	1
Ballistic Skill:	4+	Damage:	1D6
Strength:	3		
Toughness:	3		
Initiative:	5		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
SKINK SHAMAN	3	4	4	4	5	5	6	6	6	6

Special Rules (Skink Shaman)
Dodge 6+, Skink Magic, Magic Item.

SKINK MAGIC

At the start of each Monsters' Phase, a Skink Shaman may cast a spell. Roll 1D6 and consult the table below.

1 Failed Incantation. The Skink's casting ability lets it down and no spell is unleashed in this Monster phase.

2 Fireball. Select one Warrior on the same board section, and that Warrior suffers 2D6 Wounds.

3 Heal. The Shaman may recover 1D6 Wounds. If he is uninjured, he will heal 1D6 Wounds on the monster which has lost the most Wounds on the same board section.

4 Curse. All the Warriors suffer a -1 penalty to hit until the next Monster phase.

5 Shield. All the monsters on the same board section as the Shaman receive Ignore Blow 4+ against ranged attacks until the beginning of the next monster phase.

6 Transport Self. Allows the Shaman to instantly move to the furthest board square from the Warriors.

SAURUS

Saurus Warriors are large powerful reptiles, very probably bred from a Lustrian ancestor by the Old Ones. Their dull wit and bouts of explosive aggression make the Sauruses ideal warriors and guards for the Slann, but leaves them unsuited for most other tasks.

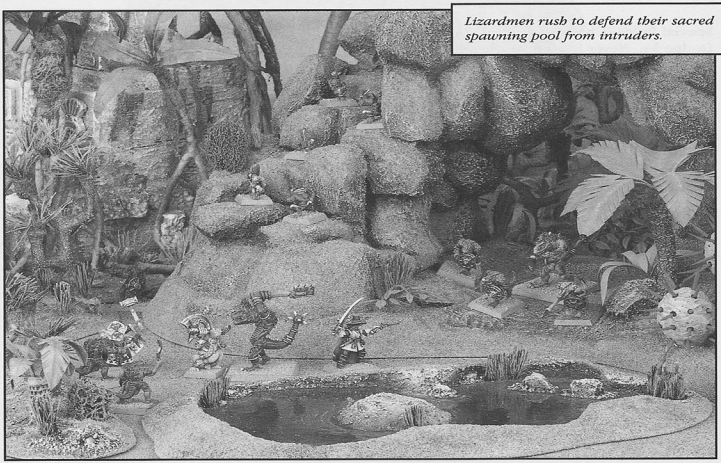
	Saurus Warrior	Saurus Champion	Saurus Hero
Wounds:	4	10	18
Move:	4	4	4
Weapon Skill:	3	4	5
Ballistic Skill:	—	—	—
Strength:	4	5	5
Toughness:	4	4	5
Initiative:	1	2	3
Attacks:	2	3	4
Gold (Each):	110	320	820
Armour:	0	1	2
Damage:	1D6	1D6	2D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
SAURUS WARRIOR	2	3	4	4	4	4	5	5	5	6
SAURUS CHAMPION	2	3	3	4	4	4	4	4	5	5
SAURUS HERO	2	2	3	3	4	4	4	4	4	4

Special Rules (Saurus Warrior)
Ignore Blow 6+

Special Rules (Saurus Champion)
Ignore Blow 6+

Special Rules (Saurus Hero)
Ignore Blow 5+; Magic Armour; Magic Weapon



Lizardmen rush to defend their sacred spawning pool from intruders.

SAURUS TEMPLE GUARD

The Temple Guard is made up of a corps of elite Saurus Warriors chosen for their strength and prowess in combat. These soldiers are charged with the protection of the great temple cities of the Lizardmen, and more specifically ensuring the well being of the Slann Mage Priest who resides therein.

	Temple Guard		
Wounds:	7	Attacks:	2
Move:	4	Gold (Each):	200
Weapon Skill:	4	Armour:	1
Ballistic Skill:	—	Damage:	1D6
Strength:	4		
Toughness:	4		
Initiative:	2		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TEMPLE GUARD	2	3	3	4	4	4	4	4	5	5

Special Rules (Temple Guard)
Ignore Blow 6+

KROXIGOR

Kroxigor are hulking, fearsome creatures related to the Sauruses. Their amazing strength has given them a key role in the building of the Temple cities, due to the large burdens they are capable of carrying. Kroxigor are relatively rare creatures and are even duller than their Saurus cousins.

	Kroxigor		
Wounds:	12	Attacks:	3
Move:	6	Gold (Each):	500
Weapon Skill:	3	Armour:	1
Ballistic Skill:	—	Damage:	2D6
Strength:	5		
Toughness:	4		
Initiative:	1		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
KROXIGOR	2	3	4	4	4	4	5	5	5	6

Special Rules (Kroxigor)
Ignore Blow 6+, Fear 4

SLANN MAGE-PRIESTS

The ancient and mysterious Mage Priests

devote their lives entirely to contemplation of the universe and the fulfilment of the Old Ones' plan. They have no time or use for the physical world, and are transported on great palanquins by the Temple Guard. Their powerful magic allows them to telepathically control the guards, making them co-ordinate their actions to fight like a single being, thus the entire palanquin is treated as one foe.

	Mage Priest	Mage Priest Champion	Mage Priest Hero	Mage Priest Lord
Wounds:	28	35	54	75
Move:	4	4	4	4
Weapon Skill:	3	4	5	6
Ballistic Skill:	6+	5+	4+	3+
Strength:	4	6	6	6
Toughness:	4	4	5	5
Initiative:	2	3	5	6
Attacks:	3	4	6	8
Gold (Each):	1150	2400	4250	5500
Armour:	3	3	3	3
Damage:	1D6	2D6	2D6	3D6

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
MAGE	2	3	4	4	4	4	5	5	5	6
MAGE CHAMPION	2	3	3	4	4	4	4	4	5	5
MAGE MASTER	2	2	3	3	4	4	4	4	4	4
MAGE LORD	2	2	3	3	3	4	4	4	4	4

Special Rules (Slann Mage-Priest)
Ignore Blow 4+, Slann Magic 1, Large Monster

Special Rules (Slann Mage-Priest Champion)
Ignore Blow 4+; Slann Magic 2, Magic Item, Magic Resistance 5+, Large Monster

Special Rules (Slann Mage-Priest Hero)
Ignore Blow 4+; Slann Magic 3; Magic Dispel 5+, Magic Item, Large Monster

Special Rules (Slann Mage-Priest Lord)
Ignore Blow 4+; Slann Magic 4; Magic Dispel 4+, Magic Item x2, Magic Weapon, Large Monster

SLANN MAGIC

At the start of each Monster Phase a Slann Mage Priest may cast one or more of the following spells. Roll the relevant number of D6 to determine which spells are cast:

1 Fiery Convocation. Randomly select 1 Warrior on the same board section as the caster. That Warrior immediately suffers 1d6 wounds per level of the Mage Priest.

2 Drain Magic. No Spells may be cast until the beginning of the next Monster phase.

3 Protect. The Mage Priest telepathically extends his protective zone conferring the Ignore Blow 4+ ability on the highest gold value monster (other than itself) on the same board section. This remains active until the next monster phase.

4 Deadlock. Randomly select one of the Warriors magic items currently in use. This item won't function until the next Monster phase.

5 Bless. All the Monsters on the same board section as the Mage Priest receive +1 to hit for the duration of this Monster phase.

6 Aid. The Slann uses his telepathy to call reinforcements. Randomly generate a group of Monsters for this dungeon level and place them on the board according to the normal rules. They may attack during this Monster phase.

COLD ONES

These large, dry skinned reptiles are hatched from eggs, rather than spawned like most of the Lizardmen races. Their intellect could at best be described as rudimentary, or at worst as sub-animal. They are used by Skinks as cavalry mounts, and also roam the interiors of temple cities in packs, tearing any intruders they encounter limb from limb. They are infamous for their aggression and bloodlust, a trait which has made them a favourite war beast with the Dark Elves of the northern part of the continent too.

Cold One			
Wounds:	6	Attacks:	2
Move:	8	Gold (Each):	100
Weapon Skill:	3	Armour:	0
Ballistic Skill:	—	Damage:	1D6
Strength:	4		
Toughness:	4		
Initiative:	1		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
COLD ONE	2	3	4	4	4	4	5	5	5	6

Special Rules (Cold Ones)
Fear 3, Ignore Blow 6+, Stupidity 5+

SALAMANDERS

These enormous and bad tempered amphibians are found in the still, murky pools of the Lustrian jungle. They are quite untameable, but the Skinks have mastered a method of using them against the enemies of the Lizardmen. Four Skinks known as runners accompany the monster, goading and irritating it with spears. The beast will become so incensed that it spits corrosive venom over anything that moves. The Skinks are experts at staying out of its line of fire, therefore it is usually the unfortunate enemies of the Skinks who become covered in the noxious material.

Salamanders			
Wounds:	28	Attacks:	3
Move:	6	Gold (Each):	700
Weapon Skill:	3	Armour:	1
Ballistic Skill:	4+	Damage:	3D6
Strength:	4		
Toughness:	4		
Initiative:	2		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
SALAMANDERS	2	3	4	4	4	4	5	5	5	6

Special Rules (Salamanders)
Fear 6, Ignore Blow 6+, Spit Venom, Stupidity*

* Salamanders become subject to Stupidity if there are no Skink Runners on the same board section.

SKINK RUNNERS

Skink Runners have the incredibly hazardous task of accompanying Salamanders into battle. They carry spears and their job is to goad and tempt the Salamander toward intruders until it becomes so annoyed that it spits venom at them.

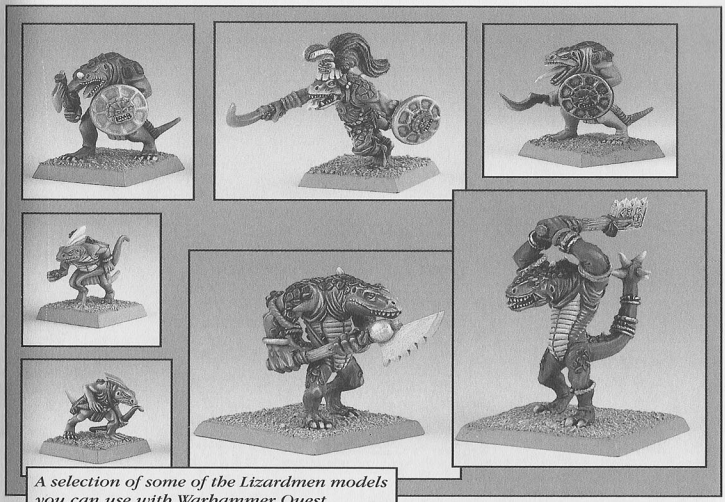
Skink Runner			
Wounds:	2	Attacks:	1
Move:	6	Gold (Each):	45
Weapon Skill:	2	Armour:	0
Ballistic Skill:	4+	Damage:	1D6
Strength:	3		
Toughness:	2		
Initiative:	4		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
SKINK RUNNER	3	4	4	4	5	5	6	6	6	6

Special Rules (Skink Runners)
Dodge 6+, Goad Salamander

MONSTER SPECIAL RULES

The rules printed below are for use with some of the creatures previously mentioned in this article. However, there is nothing to stop you creating your own Monsters which use these rules. Perhaps you could even use them alongside some of the Monsters already in the game, if it's appropriate. For example, the stupidity rule is a very good choice to use



A selection of some of the Lizardmen models you can use with Warhammer Quest.

for Trolls. Have a look in the Warhammer army books to see which ones are appropriate in each case.

SKINK POISON

Skinks dip darts and arrowheads in deadly venoms distilled from Lustrian tree frogs and insects. A Warrior wounded by such a weapon must immediately roll a D6 and add their Toughness. If they score 7+ they are unaffected. A failed roll means they suffer an extra 1D3 Wounds. Skink Poison causes Fatal Damage.

SPIT VENOM

Randomly select a Warrior counter, then using the Salamanders BS roll to hit. The Warrior suffers 2D6 Wounds with no modifier for armour, and Warriors in adjacent squares will also suffer 1D6 Wounds with no modifiers for armour.

GOAD SALAMANDER

When placing Salamanders on the board, place four Skink Runners with each Salamander. The Skinks have a dangerous task involving deliberately upsetting hulking, predatory monsters. When rolling the to hit dice for the Salamander's Spit Venom ability, a roll of 1 indicates that instead of spitting, the beast has turned on its Skink tormentors instead, swallowing one of them whole!

STUPIDITY

Test for Stupidity at the beginning of each Monster phase. If there is a number then roll a D6, a roll of *n*+ indicates stupidity. Roll a further D6 on the following table to determine the monsters actions this turn:

1-3 Randomly select a Warrior counter. This turn the creature will attempt to attack that

The legendary wealth of the ruined temple cities of Lustria have lured many an adventurer to their doom...

Warrior. Move it towards the Warrior at half its movement rate. If it reaches it may attack as normal, otherwise it does nothing.

4-6 Thoroughly bewildered by all the excitement, the monster simply sits on the floor, blinking vacantly at its surroundings. It may not move or make any attacks this turn and Warriors are not counted as being pinned by it during their next Warrior phase.

Well there you have it. Profiles for using the enigmatic Lizardmen in your games of Warhammer Quest. In order to use these you must transcribe them on to the blank Event Cards from Warhammer Quest. When you have done this you can arm the troop types appropriately for the models you own. For instance, Temple Guard often use halberds, some Saurus Warriors use spears, and most Skinks come with some sort of missile weapon: javelins or a bow firing poisoned arrows. To round out the Event deck why not use some of the more exotic Encounters we have printed in the past, for example the snake pit. The more adventurous amongst you might even consider writing your own adventures set in Lustria or the South Lands. These could be part of a campaign involving the articles we printed on travel to the Lost Kingdoms in issues 196 and 197 of White Dwarf, or used in conjunction with the Lustria article later in this compilation. May your lantern never go out! Have fun.

Warhammer Quest™

RUMBLE IN THE JUNGLE!

By Paul Gibbon

To follow on from Spawn of the Old Ones, Paul has sent us his special rules for Lustrian Events and Treasure based on the rules in White Dwarfs 196 and 197. These include limiting some settlements, adding new locations and purchases and new rules for taverns. As if that wasn't enough, he's also included a new set of Travelling Events and a mini-campaign!

LUSTRIAN SETTLEMENTS

There are far fewer settlements in Lustria than in the Old World. The Elves and Humans have established a very few coastal cities and ports, and there are a few scattered settlements of natives or settlers, deep within the jungle. They live in constant danger from the native Orcs, Lizardmen and the tribes of savage humans that live within the jungle.

Getting to a settlement takes the following times:

Village: D3 weeks
Town: D6 weeks
City: D6+2 weeks
Seaport: D3+6 weeks

None of these settlements have training grounds, so if the warriors want to rise a level they will have to go back to the Old World first! In addition, some other places are restricted. The chart below shows what can be found where. None of them have locations special to certain Warriors, such as the Grail Chapel, but all have a General Store.

	Village	Town	City	Seaport
Alchemist	No	No	No	No
Temple	No	No	Yes	Yes
Fletcher	Yes	Yes	Yes	Yes
Weaponsmith	No	Yes	Yes	Yes
Gunsmith	No	No	No	No
Animal Trader	Yes	Yes	Yes	Yes
Harbour	No	No	No	Yes
Witch Doctor	Yes	Yes	No	No
Gambling Den	No	No	Yes	Yes
Dwarf Quarter	No	No	No	No
Elf Quarter	No	No	No	Yes
Armourer	No	No	Yes	Yes

If there is a shop you may buy items as normal. However, there are also exotic items on offer that are not available in the Old World.

GENERAL STORE

Poison Antidote: (BDEW)
The bottle contains D6 doses and it can be used at any time to cure a Warrior of the Strength penalty for being reduced to O wounds by a poison attack.
Cost:100 Availability: 6+ Sell: -

Map: (BDEW)
A Warrior can use the map in any dungeon to see if this is the area that the map refers to. The Warrior can look at it any number of times in an adventure. Roll a D6 each time the map is referred to.
1: It's a fake. Discard the map and add D3 cards to the top of the Dungeon deck.
2-5: Nothing familiar. The map is no use here but can be used again.
6: Treasure ahead! When any events in the next Dungeon room you come across have been resolved, discard the map and take D6 Treasure cards, split between the party.
Cost:100 Availability: 11+ Sell: 40

FLETCHER

D6 Poisoned arrows: (BE)
Inflict D6+4 wounds. If you roll a 4+ for this, the wounds are unmodified for toughness or Ignore Pain.
Cost: 30 Availability: 8+ Sell: -

WEAPONSMITH

Machete: (BDEW)
Causes D6+S damage. -1 to hit.
Cost: 20 Availability: 5+ Sell: 20

Hunting Knife:
Causes D6+1 damage. Can be hidden.
Cost:50 Availability: 3+ Sell: 5

Blowpipe:
-1 to hit, causes D6+1 damage. Darts can be easily made and ammunition does not have to be bought.
Cost:50 Availability: 6+ Sell: 5

ANIMAL TRADER:

The riding animals used in Lustria are rather odd. They can be taken back to the Old World, but you'll have to pay for them. To work this out, roll 2D6 and multiply it by the amount the animal increases your living expenses by. This is how much it costs.
NB. These replace the normal animals.

Cold One Riding Lizard: (BEW)
Reduces your journey time by 2 weeks. Costs an additional 2 gold a day to feed.
Cost:800 Availability: 7+ Sell: 80

War Elephant: (BDEW)
Reduces your journey time by 2 weeks. Costs an additional 10 gold a day to feed. Adds +2 to any combat rolls on your travels.
A howdah big enough to accomodate the whole party and their equipment will be an additional 300 gold.
Cost:1500 Availability: 10+ Sell: 150

WITCH DOCTOR

All of the smaller native communities have a witch doctor. It is his/her job to cure illnesses, predict the future and hex people they don't like the look of. Many of these have genuine magical powers, and there are many ways they can help Warriors... for a price, of course.
A Warrior can obtain any of the following. Once bought, items cannot be sold back. However, do not roll for availability, they always have exactly what their customer wants - spooky!

Potion:
You can buy as many potions as you like and drink them at any time. Then roll a D6 to see exactly what you have just drunk.
1: Love potion. No effect!
2: Strength Potion. Any damage rolls you make in the next turn cause an extra D6 damage.
3: Potion of Fury. While there are still Monsters on the same board section, you must test to go berserk in the same way as the Barbarian, unless you are the Barbarian, in which case make two tests.
4: Healing Potion. Regain 2D6 wounds.
5: Potion of Invisibility. You become invisible this turn, and nothing can attack you. You may attack as normal.
6: Sleeping Potion. Place your Warrior prone for D6+1 turns. You are then restored to full Wounds.
Cost: 200 each.

Fortune Telling:
In the next dungeon, you may use the prediction to avoid one trap.
Cost: D6xl0 gold.

Witch Charm:
You may use this once per dungeon to force a Monster to reroll a successful attack. The second roll stands.
Cost: 250 gold.

Voodoo Doll:
You may use this once per dungeon on a Monster on the same board section. It causes 2D6 Wounds, with no modifiers for Toughness, armour, Ignore Pain or Ignore Blow. If the target has a Magic Resistance save it can use it to avoid harm, with a -1 modifier. If you roll a double 1 or 6, the doll cannot be used again.
Cost: 300 gold.

LUSTRIAN TAVERNS

Roll 2D6. Add or deduct any modifiers.

2: A shifty-looking man approaches your Warrior and sells him a map to the Lost City of Xahnaddralailana for D6x100 gold or a Treasure item worth at least that much.

Roll a D6 when you reach the Objective room of your next adventure:

1-3: Nothing here! No treasure is here AT ALL except for D6 gold (between the Warriors.)
4-5: Normal treasure can be found here.
6: Through sheer luck, there is extra treasure here. Each Warrior makes one roll on the Dungeon room Treasure table, in addition to normal treasure.

3: After an enjoyable night's drinking, you stumble outside, to find an unoccupied rope where your mount used to be. Your riding animal has been stolen; cross it off your sheet.

4: The night speeds away in a blur of alcohol. Next morning, the other Warriors are called to the local jail to identify an alleged adventurer who was found at three in the morning, singing a drinking song loudly and badly.

5: The innkeeper taps you on the shoulder and says that there is someone who wishes to see you in a back room. If you go, roll a D6:

1-3: As you step through, an iron bar descends on your head. You wake up in an alley minus D6x50 gold.
4-6: There is someone waiting. He says he would like to accompany the Warriors to retrieve an artefact that has been stolen from him. Next adventure, use a miniature for the stranger. He moves 4 spaces, cannot attack and will not be attacked while Warriors are still alive. The artefact he seeks is in the Objective room as well as normal treasure. When you get out, he rewards you with D6x100 gold!

6: You become involved in a complicated card game. Decide how much you will bet, up to 200 gold. D3 other players bet D4x50 gold, as well. Roll a D4. If the result is lower than your initial Luck score, you win the pool of money. If not, your bet is lost.

7: You see a group of Warriors talking about their recent exploits. Encouraged by drink, you go over and tell some outrageous tales of your own. Roll a D6:

1-3: No-one believes you, and you leave in humiliation.
4-5: They are impressed, and offer to buy you a round of drinks.
6: They are extremely impressed, and a scarred veteran offers you a rare artefact (roll on the Dungeon Room Magic Items table), explaining you are far more worthy to have it than he.

8: Your Warrior is approached by a nervous young man, who says he is a mapmaker and requests your help in exploring an unknown tract of jungle. If you accept, then the mapmaker will wait outside the dungeon entrance and accompany you on your journey back. This means the journey takes an additional D6 weeks. Once you get back to a Settlement, you are rewarded with 2D6x50 Gold.

9: You are forced to spend the night listening to a badly drunken individual who says he is a great explorer. After a few hours, he presses a talisman into your hand and collapses onto the table. The talisman can be used once to restore D6 wounds to a Warrior, even if he is unconscious. It can only be used once.

10: You spot a valuable looking piece of equipment in a corner, and snap it up for a mere D6x50 gold. Roll on the Objective Room Treasure table to see what it is.

11: You here of a newly discovered gorge deep in the jungle. Next journey, you can take it, to knock D3 months from your journey time.

12: At the end of a long nights drinking, you are the only one left vertical, and you relieve the other occupants of D6x150 gold.

JUNGLE EVENTS

11-12: Hopelessly lost: You become lost in the jungle. Add D6 weeks to your journey time.

13-14: Hunters: You run into a party of hunters. You may choose to join the party. This adds D3 weeks to the journey, but you may treat the following as Uneventful Months, Natives, Skink Attack, and Predators.

15-16: River: Walking along the banks of a fast flowing river, you see an old abandoned boat. You may choose to take the boat down-river. in which case roll a D6:

1: After a few hours drifting, the boat suddenly goes over a waterfall. Each Warrior loses D6x10 Gold and an item of Treasure in the river.
2. The boat has a leak, and sinks. Each Warrior loses D6x10 Gold in the river.
3: The river goes over an area of rapids, unglamourously dumping the Warriors on a bank only a few hundred metres from where they got in.
4-5: The river takes the Warriors a long way downstream before the boat sticks on a sandbar. Reduce the journey time by D3 weeks, to a minimum of 1 more week.
6: The river takes an unexpected course, and the Warriors sail into a city.

21: Snake. One of the Warriors steps on a snake and must make an initiative check or be bitten and suffer -1 Strength for the duration of the next adventure.

22-24: Plantation: The Warriors pass through a banana plantation. Each of them 'borrows' enough fruit for D3 provisions.

25-26: Tropical Storm: An intense rainstorm sweeps the jungle, forcing the Warriors to spend a week sheltering.

31: Quicksand: One of the Warriors steps onto a harmless-looking patch of sand and goes in up to his waist. If the other Warriors have some rope, they can pull him out. If not he must discard all his armour to be able to get out.

32-34: Uneventful Week.

35-36: Swamp: The Warriors are forced to cross a large expanse of swampy ground Each Warrior must make a roll on this table:

1-2: Nothing too horrible happens.
3: The Warrior steps into a deep sinkhole, and drops one Treasure card, which is lost without trace.
4: The Warrior steps on a log that turns out to be a crocodile. He suffers D6 wounds with no deductions, which may be healed with Provisions, etc, before the next quest.
5: A leech becomes very attached to the Warrior. He loses 1 Starting Wound for the duration of the next quest.
6: The Warrior falls into a pool of horrible sludge. He smells so terrible that when he reaches his destination he will not be allowed

in till D6 days and the worst of the smell have passed.

41: Army Ants: In the night, a horde of ants cross the warriors camp and carry off any food, drinks or bandages!

42-44: Natives: The Warriors chance upon a native tribe. Roll a D6:

1: The Warriors are driven off. Each of them takes D6 wounds with no deductions which can be healed with Provisions, etc, before the next quest.

2-3: The Warriors are betrothed to four of the chiefs daughters, and decide to leave quietly in the night...

4-5: A celebration is thrown. The Warriors wake up next day minus D6x20 gold.

6: One of the Warriors is shown a large cauldron and invited to dinner. Roll a D6. On a roll of one, he is the dish of the day. This is the end for him! On a roll of 2-6, he manages to escape.

45-46: Meeting: The Warriors meet up with a group of explorers who tell them of a shortcut. The journey only takes one more week.

51-53: Uneventful Week.

54-55: Landslide: The Warriors find a pile of rubble blocking their path. Roll a D6. On a roll of 4+ they are forced to make a detour and the journey takes another week.

56: Corpse: The Warriors find the bleached bones of an unlucky adventurer. On his body are D3 Treasure cards, split up as they see fit.

61-62: Predators: A group of native predators suddenly attack the Warriors. Each one must make an attack against an opponent with WS 4, T 4 and 3 wounds. Warriors with multiple attacks can attack a second predator if they kill the first. Then roll a D6. If it is more than the number killed, the Warriors are chased off but lose D3 Starting Wounds at the beginning of their next adventure.

63: Tropical Storm: A rainstorm descends on the jungle. The Warriors take refuge in a village and their journey ends here.

64: Skink Attack: A patrol of Skinks mounted on Cold Ones attack the Warriors. Each one must roll 1D6:

1: The Warrior is knocked out and robbed of D6x100 gold.

2-3: The Warrior is knocked out and robbed of D6x20 gold.

4-5: The Warrior puts up a fight and gains D6x10 gold.

6: The Warrior puts up a heroic fight and gains D6x50 gold.

65-66: Uneventful Week.

THE LOST TEMPLE

The three quests described here are a mini-campaign intended for Warriors who are exploring the distant lands of Lustria. Each of the quests uses special rules, monsters, events and board sections as described below. In between the quests, the Warriors are assumed to stay at a village settlement. Note that these adventures are for Warriors of Battle-level 3 or thereabouts.

1: MERCY MISSION

The Warriors are staying in a small Lustrian village that seems strangely deserted when they are approached by one of the tribe's elders. He tells them that many of the people of the village have been kidnapped by mysterious armoured men and pleads with them to find and rescue them.

This adventure uses the Idol Chamber objective room. Make sure the Dungeon Cell and at least one T-Junction is also in the deck.

The Dungeon Cell door cannot be opened, and if it is drawn, place the

card at the doorway.

Remove events such as the Portcullis or Cave-In, or anything else that would block the board section from the Event deck.

Among the Monsters found in the Objective Room there will be a Beastman Shaman (see the notes in the Roleplay Book) who is preparing to sacrifice the first victim. When the Warriors kill him, they will find a key round his neck. They must then go back and use it to unlock the Dungeon Cell and release the prisoners. When this is done, the Warriors may escape the way that they came in. Monsters will not attack the prisoners while the Warriors are alive.

If the Warriors escape with the prisoners, they will be rewarded with D6x100 gold.

2: THE LOWER LIMITS

The survivors of the previous quest tell the Warriors of a mining complex underneath a local volcano where Chaos Warriors and a fearsome Minotaur mercenary keep watch over a multitude of Lizardman, Orc, Skaven and human slaves. What they are mining for is unknown, but the gigantic scale of the operation means it must be something important. The Warriors decide to enter the mines through an abandoned entrance and find out.

This adventure uses the new Rock Face Objective room. In addition, add the Magma Stream, Abandoned Mines and Lava Vent to the Dungeon deck, and another Cave-In to the Event deck.

When the Warriors reach the Objective room, roll a D3 to see what is waiting for them on the following table:

1: Gourgark, 2D6 Orcs, 6 Skaven
2: Gourgark, 2D6 Skaven, 6 Orcs
3: Gourgark, 12 Skaven, D6 Goblins.

Gourgark, Minotaur Overseer

This brutal and grizzled Minotaur mercenary has the job of watching the mine face, and eating any slaves that fall out of line.

Wounds: 22
Move: 6
Weapon Skill: 5
Strength: 5
Toughness: 4
Damage: 2D6
Gold: 1100

When Gourgark is slain, all the other slaves will take the chance of freedom and run for it.

There is no Treasure in here. Its a mine, not a treasure trove. However, Gourgark carries a special Treasure item, which he uses during the fight with the warriors.

The Crystal Skull of El Nash

This skull can see a short distance into the future. Each time the Warrior carrying it is wounded in close combat, roll a D6. On a roll of 5 or 6, the skull foresees this and warns the Warrior, no damage is taken.
Value: 2000

The Warriors can then escape by climbing up the ladder in the corner of the room.

The Warriors emerge from the mines and take the skull back to the village to see if the local witch doctor can make any sense of it.

3: FIRE AND BRIMSTONE

When the Warriors show the crystal skull to the witch doctor, his face becomes a mask of horror. He then removes the mask of horror and explains that the skull is a Slann artifact thousands of years old. It is one of three skulls. One of them can see a few seconds into the future, two of them together a year and all three can see for centuries. They were though to be destroyed in a volcanic eruption centuries ago, which buried

an entire Slann city. That must be what the mine was there to recover. Suddenly a small familiar flutters into the tent, drops a scroll a the Warriors feet, and flies off before anyone can react. The scroll reads:

Greetings Enemies.
Please return the artefact that you have so impudently stolen from me. If you do not, I shall be forced to burn the village to the ground.
Mael the Sannyasi, Favoured of Tzeentch and Overlord of the Sacellum Teocalli.

Everyone realises what havoc this individual could wreak were he able to see the future. It is decided that the Warriors must gain access to the ruined temple and defeat this evil.

THE RUINS

To represent the ruined temple, remove both Cave-In cards, add the Long Corridor and add the Fountain of Light and Idol Chamber as Dungeon rooms. This means that they have two doors, and are treated as (big) dungeon rooms for Monsters and Treasure. Form a separate deck composed of the Stairway and D6 Dungeon cards. The Objective room is the Fire Chasm. Place another door at the far end and roll a D4 on the following table to see what is there:

1: Mael, D6 Pink Horrors, D6 Chaos Warriors.
2: Mael, D3 Pink Horrors, D6 Chaos Warriors.
3: Mael, 6 Chaos Warriors, D6 Beastmen.
4: Mael, D6 Chaos Warriors, 6 Beastmen.

MAEL THE SANNYASI

Mael is a Chaos Sorcerer of Tzeentch with the following profile:

Wounds: 15
Move: 4
Weapon Skill: 6
Strength: 4
Toughness: 5 (6)
Attacks: 2
Damage: 1D6
Gold: 840

Mael has the *Destiny of Tzeentch*. Each time he takes wounds, roll a D6:

1-3: He takes no damage.
4-6: He takes no damage. Do not roll again.

Mael may dispel any spell cast against him on a 4+ roll. He may also parry attacks on a 6+, negating their damage.

Mael casts Tzeentch spells. Roll a dice to determine the spell.

1: Nothing.
2: Touch of Tzeentch: A single Warrior in base contact takes 2D6 wounds, unmodified for armour.
3: Pink Fire of Tzeentch: A random Warrior takes D6 hits, each causing D6+4 damage.
4: Shield of Fire: For the next turn, any close combat attacks against the Sorcerer need a 6 to hit.If a 1 to hit is rolled when attacking with a magic weapon, the weapon is destroyed.
5: Glean Magic: A random spell is stolen from a magic-using Warrior, and is not regained till the Sorcerer is killed.
6: Bolt of Change: A random Warrior must roll under or equal his Toughness and armour values together on 1D6 or be turned into a pool of horrible slime!

Mael wears Chaos Armour, increasing his Toughness by 1. He also wields the Shrieking Blade. This means he causes fear(6). The Warriors may not use these items. However, there is a small box in the corner of the room that the Warriors can take before they have to get out.

When Mael is killed, all the other Monsters flee. There is a rumble, and the temple begins to collapse. The Warriors escape through the door They must try to find the Stairway out, and meanwhile the temple is filling with lava! After D3+2 turns have passed, the Fire Chasm is filled with lava, and anything left on it is killed. Make the same roll for each room as the Warriors discover it. Unexpected Events will not occur, regardless of the power roll. If the Warriors make it, they get out just in time to see the volcano erupt, burying the temple again. The small box contains 1 treasure card for each Warrior. The Warriors return to the village, where they are rewarded with D6xl00 gold each and an invitation to the Hula-Dancing championships…

NEW ROOMS

Although these rooms are really meant for Lost Kingdom adventures, they could be used in any adventure.

Rock Face.
No special rules.

El Dorado.
Objective Room

Objective Room
A normal Objective room, with a 4x4 pool of water in the centre. This room contains a small pool that has powerful magical properties. anything placed in the water turns into gold. The bottom of the pool is littered with golden artifacts, fish, and unlucky swimmers.

You do not pick up Treasure for completing the Events in this room. However, for every 50 Gold a Warrior donates, he may try to turn one item of Treasure or equipment into gold. He may roll up to 10D6 and gain the total times 20 in gold.

However, if the Warrior rolls any 1s, he loses his grip and the item sinks to the bottom. It cannot be retrieved, and no Gold is gained. A Warrior may try to change one item a turn.

If anything moves into the pool for whatever reason, it is killed, turned into a rather nice golden statue and sinks to the bottom.

The Long Corridor. Corridor.

The corridor is ten by one squares long. When all the Warriors are on this board section, a trap is sprung. A large boulder falls from the ceiling and trundles towards them. They must try to run to the other doorway. Each Warrior rolls a D6, adds their movement and +1 for every item of Treasure or equipment they drop, and lose permanently. If this total is less than the number of squares left before the new door, they are squashed flat. If it is more, they make it. Draw a new Dungeon card and place the Warriors prone for one turn by the door. The boulder blocks the doorway and they may not go back through. Other Unexpected Events do not occur in here.

The Magma Stream. Corridor.

A normal corridor section with a small stream of lava running across two squares near the middle If anything is standing over the stream at the end of its turn, it takes D6 wounds with no deductions for armour from the intense heat. Monsters will not stand on the stream if there is any other square they could use.

Lava Vent. Dungeon.

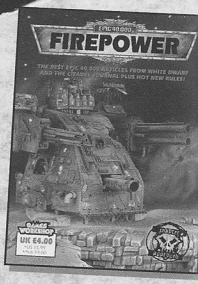
4x5 square Dungeon room with a round vent (like a miniature volcano) If anything moves into the vent itself, it is destroyed.

The Abandoned Mines Dungeon

Normal 4x4 Dungeon room.

Roll 2D6 at the end of each Exploration Phase the Warriors spend in here. On a double 6, a Cave-In occurs

More Tales from the Black Library™



• FIREPOWER 2

The best Epic 40,000 articles from White Dwarf, the Citadel Journal and the Project Dropship website plus new rules...

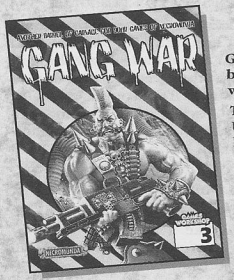
Firepower is the irregular magazine for Epic 40,000 players. Miss it at your peril!!

Issue 1 was packed with rules for Adeptus Mechanicus detachments for the Armies of the Imperium, as well as extra rules suggestions and ammendments, compiled by Andy Chambers and Jervis Johnson. There is also Adeptus Arbites conversion tips, Squat army lists, Gav Thorpe's rules for Princes of Chaos and Titan weapon conversions, modelling articles and tactical hints on using Flyers.

Issue 2 will be out in August and will again be packed full of more of the same, including an extensive rules Q and A, Eldar tactics, Titan Battle Honours, new detachments for the Dark Angels and Blood Angels and a scenario for Last the Stand at Glazers Creek. There is also a complete fate card deck for the forces of Chaos.

Issue 1 still available
Price £4.00 (UK) $8.00 (US)

Issue 2 available AUGUST
Price £4.00 (UK) $8.00 (US)



• GANG WAR 3

Gang War is the essential Necromunda supplement which brings you house rules, new gangs and scenarios, and it's written entirely by fanatical Games Workshop fans!

Totally cool new stuff: In this issue, we're going 'Deeper Underground', with this brand new campaign set against the backdrop of a sinister and abandoned spire of Necromunda which has laid dormant for centuries – until now, when a new evil has awoken...

Things turn 'Ultraviolent' when the blood sucking menace of Vampyre gangs hits the Underhive. Full rules for Vampyre gangs and special undercover Inquisition agents, to get the blood really flowing.

We bring you more 'Hired Guns' in the shape of: the Defence Force Deserter, the Guild Assassin and the manic Crazy Doc to offer a new blend of violence and madness to you gangs.

The very best of: Gary James's incredible 'The Underhive Workshop' from Citadel Journal 23 makes a comeback, giving you a complete modelling guide to the buildings and structures of the Underhive for use in your games.

Available 12th July **Price £2.75 (UK)** **$4.99 (US)**

For the very latest information see our website at http://www.blacklibrary.co.uk

Warhammer Quest™

CLAWS OF THE BEAR

by Daniel Atkins

Daniel is 20 and plays all Games Workshop's games but the one he plays most regularly is Warhammer Quest. He has 3 characters: 'Mad Dog' McFrenzy, a Slayer; Hertz van Rental, a Witch Hunter; and Brother Alaric, a Warrior Priest. Daniel's advice from play testing these rules is that they are quite hard on characters so he recommends them for experienced warriors.

Kislev lies at the top of every well documented map of the Known World. These are lands permanently locked in the grip of winter. Short, cold days and long, freezing nights have been endured by their inhabitants for as long as anyone can remember. Life here is a constant battle to survive. But the fight is not only against the elements. Chaos warbands roam the land often destroying entire villages simply for the fun of it. Occasional Skaven attacks have revealed that their tunnel network reaches even this far north. Even Orcs and Goblins are never an uncommon sight.

Onto these frozen wastes struggles a small band of warriors who have made the long, cold journey. The bitter cold is working its way through their bodies. The warriors are considering their chances of surviving a night when they spot a column of smoke rising into the clear sky, following the trail of smoke down to its source the warriors see a group of small, low buildings in the distance. Hopeful of finding somewhere warm for the night they stride on with renewed vigour.

THE RULES

It should be stressed that these rules are entirely optional. As long as everybody agrees you can wander across snowy plains using all, some, or even just a single rule from those that follow, it's up to you. Also, it would probably be best to use warriors who are fairly well experienced (at the very least, some way towards battle level 2). You can start off new characters in this area if you want, but don't blame me if your Halfling thief loses a finger to frostbite on his first adventure. (Hmmm, a nine fingered Halfling. Where have I seen that before?)

A TOURIST'S GUIDE TO KISLEV SETTLEMENTS

This rule applies to both sections of this article. If you do not have enough gold to pay a compulsory charge then you must sell an item of treasure to get the gold. If you still cannot afford the charge, or you have no treasure, then you must sell some of your equipment.

In addition, if, through a hazard you are forced to lose an item of treasure, but you have no treasure then you must lose 2D6 (per warriors Battle level)x10 gold. At any stage during your financial crisis you may ask any of the other Warriors to lend you some money. However the decision on this is entirely up to them.

FROSTBITE

The weather can easily be as deadly as some of the monsters. Snow, ice and cutting winds can render even the heaviest armour useless. The cold slows the circulation and can even stop it completely in the extremities of the body, most commonly fingers and toes. The longer someone is outside a settlement, without a constant fire and warm place to sleep, the more chance they have of suffering from frostbite. When the Warriors return to a settlement they must roll 2D6 for each week spent travelling. (e.g. if a group travelled to a town, and managed to get there without any delays, then each

warrior would have to roll 2D6 four times). If any of the rolls come up as a double then the warrior has frostbite and must deal with it immediately. This must be done before anything is bought or any other normal settlement activities take place. Firstly you must determine what part of the body is frostbitten. Roll on the following table:

Frostbite Table

1-3: Finger

Roll 1D6: 1-3: Left hand. 4-6: Right hand.

4-5: Toe

Roll 1D6: 1-3: Left foot. 4-6: Right foot.

6: Fingertips

Not as serious as the other two so +1 to the 1D6 on the treatment table below.

Every settlement, even tiny villages, has someone who can assess the degree of frostbite and then treat it. You do not need to make a dice roll to see if the warrior can find this person, they will be found automatically. Once you have identified the frostbitten part of your body roll 1D6 on the following table to see what treatment you receive:

Frostbite Treatment Table

1: Permanent Damage

You were outside the settlement for too long and the frostbitten area is dead and will have to be removed to prevent infection. The severing costs 20 gold (this must be paid) but is professionally done and is relatively painless.

A warrior can lose a single finger off each hand without penalty. If he loses a second finger off the hand then he will be at -l WS for the rest of his career, this will become -2 WS if the same thing happens to his other hand. If he loses all the fingers from one hand then it will, obviously, be impossible for him to use two-handed weapons and all types of bow except crossbows. If he loses all of his fingers he will be forced to retire. *(For the sake of keeping things fairly simple I have assumed that the warriors thumbs are included in the fingers category).* A Warrior suffers no penalty for losing a single toe off each foot, but if he loses a second toe then he will have -1 from all pinning rolls permanently (so 5+ becomes 6+). This will become -2 if the same thing happens to his other foot. There are no other penalties but the warrior will have trouble finding boots that fit properly.

2: Just in Time

Your frostbite is examined, a strange cream applied and then layers of cloth followed by a layer of thick fur. It is then explained that it is unknown if the frostbitten part can be saved. For 2D6 days more cream is applied and the dressings changed. During this time the warrior may do nothing but lie in the warm hut recovering. The warrior does not roll on the Settlement Event Table during this time. Once the time is up the dressing is removed for a final time, the treatment is declared a success and the warrior is charged 10 gold for each day spent in the hut.

3-4: Expert Treatment

The frostbitten area is prodded and wrapped up in cloth and furs, the warrior is told that the frostbite is curable but must spend 1D6 days in this warm hut and may do nothing else. During the treatment period the warrior does not roll on the Settlement Event Table. After the days have passed the dressing is removed and the warrior is (almost) as good as new. The warrior is charged 10 gold for each day's treatment and is free to leave the hut.

5: Seen Worse

The frostbite is not as bad as first thought. The warrior pays 20 gold and a dressing of cloth and fur is wrapped round the affected part, the frostbite is not that serious and the warrior is free to visit the rest of the village straight away. The dressing can be removed when the warrior leaves the settlement.

6: False Alarm

After a short while near the fire the circulation returns to the affected part, there is no frostbite. The healer asks for no payment but directs you to the

Armourer and recommends (if your finger/fingertips were frostbitten) fur-lined gloves, or (if your toes were frostbitten) fur lined boots. If you attempt to buy the recommended item during this visit to the settlement then the Armourer has received a message from the healer and has saved a pair for you, you need not roll for availability of that item.

Once the treatments have been completed the warriors may visit any part of the settlement as normal.

TRAVELLING

The majority of weather in this part of the world can be described in one word: snow. But even experienced guides can be caught out by a sudden snow storm, so, to occasional visitors like your warriors, the weather is as unpredictable as a Trollslayers moods. When travelling to a settlement roll a 1D6 on the following table:

Travelling Conditions Table

1-2: Deep Snow

The path you were going to take is nearly blocked by a recent heavy snow fall, it is passable but the snow is very deep. You have a choice to carry on towards the settlement or give up and head towards the next adventure. If you choose to carry on then add 1D3 weeks to the travelling time. Also the depth of the snow makes it impossible to ride a horse or warhorse. The animal must be led making the warrior travel at the same speed as the walking warriors. A cart will offer no advantage either. If they give up and make for the next adventure site then the normal rules apply.

3-5: Snow

Although it has snowed since you entered the dungeon the snowfall has not been particularly heavy and neither helps nor hinders you progress. The travelling time to the settlement is unaffected.

6: Thaw!

A completely unexpected burst of warm weather has melted most of the snow from your route. The way to the settlement is much easier to travel along and does not take as long as expected, subtract one week from the travelling time. In addition to this the cool, clean air and warm sunshine makes them feel on top of the world and ready for anything fate throws at them. The entire party may ignore one event on the Hazards Table, this must be chosen as soon as it is rolled up, you cannot roll all of the hazards and then choose which one to ignore.

THE HAZARDS TABLE

Talking of hazards, this area has its own unique dangers. When travelling to settlements in Kislev roll on the standard Hazards Table in the Roleplay Book. But if you roll any of the following numbers you may wish to replace the original hazard with the following:

13: Injured Kislevite

The warriors hear the sound of a horse the other side of a snow bank. When they approach they discover the magnificent horse standing guard over a wounded Kislevite, half buried in the snow. He has been attacked, is close to death and must be healed quickly. You have no choice but to take him with you. Once you get to the settlement roll 1D6:

1-2: The Kislevite recovers slowly. He thanks you for saving him but this is not his home town, apart from his horse he has no possessions as his attackers stole all his gold. Indeed the healer demands that you pay for his treatment. Each warrior rolls 1D6; the one who rolls lowest must roll on the frostbite treatment table and pay the amount shown.

3-4: The Kislevite soon recovers and he thanks the warriors for saving his life. But, he is reluctant to add, that apart from his wife, horse and small hut he has nothing of any value. The

Warriors are welcome to stay in his hut. They do this and pay no living expenses while in the settlement.

5-6: The Kislevite is not as badly injured as the warriors thought and recovers just before they reach the settlement. However, he is a poor man and has nothing of value to give the warriors. In an attempt to make up on the last day before you reach the settlement, he cooks up a stew to an old family recipe. This is the best stew the warriors have ever tasted, it is hearty and thoroughly warming, making the warriors feel ready to start another adventure straight away. As the stews effect takes hold the warriors feel much stronger in body and spirit, each warrior gets +1 added to his starting wounds permanently.

32: Snowdrift

The path is blocked by a fresh snowdrift. The warriors must spend most of the day digging a way through. Eventually they break through and continue on their journey. However, that night they discover that some of the Warriors may have been digging too energetically. Each Warrior must roll 1D6. If any dice come up as 1 or 2 then that Warrior discovers that the action of digging that morning loosened their gold pouch, spilling 2D6x10 gold onto the snow. The amount rolled must be deducted from their total.

42: Ice Shrine

The Warriors are caught in a snow storm and take shelter in a nearby copse, suddenly they burst into an opening and discover a small chapel made entirely from pure ice. Buried in the ice of the far wall is a golden statue of the Ice Goddess. In front of this is an ice altar. Each warrior may pray once at the altar. If you decide to pray roll 1D6:

1-3: There is no response. The Goddess does not favour you today.

4-5: For a moment your body feels as cold as ice, but this feeling passes. The warrior has a temporary immunity to the cold weather and does not have to test for frostbite when they reach the next settlement.

6: The Warrior is wracked with pain as slowly his body begins to freeze. Suddenly the pain stops and the warrior discovers that any armour he has is coated in a thin layer of unbreakable ice. The Warrior loses 1D3 wounds from his starting wounds permanently but is in possession of the legendary Armour of the Ice Goddess. The layer of ice gives the bearer an unmodified save of 5+ against all attacks apart from those involving fire. If the armour is already magical then its original properties will be stopped by the ice. Should the warrior suffer 1 or more wounds by a fire-based attack, be reduced to 0 wounds, or attempt to sell the armour, then the ice will melt away leaving the Warriors armour in its original state; magic armour will once again work as normal. If the Warrior has no armour then the effect upon him will be as '4-5'.

Upon leaving the chapel the Warriors discover that the storm has passed and they are easily able to make up for lost time.

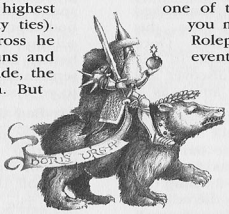
46: Hibernating Bears

Glad of some shelter for the night the Warriors settle down in a rather large cave. As they settle down for the night the Warrior on first watch hears a strange rumble from the back of the cave. Hesitantly he explores and finds, to his horror, the large forms of sleeping, and snoring, bears. Quietly waking up the other Warriors they sneak out with all their equipment. The bears do not wake up, but the Warriors are forced to spend a miserably cold night out in the open. When they get to the settlement each Warrior must make one extra frostbite roll.

63: Ice Bridge

A small outcrop of rock, combined with heavy snowfall, has resulted in the natural formation of an ice bridge. The Warriors are uncertain about its stability, but it's the only way across a deep chasm and the settlement is on the other side. Each Warrior rolls 1D6, the

number they roll determines the order they go across the bridge, highest number goes first (re-roll any ties). As the last Warrior walks across he hears the ice cracking. He runs and makes it safely to the other side, the bridge collapsing behind him. But then he realises that an item of treasure slipped out of his bag and was lost down the chasm. That Warrior must lose one item of treasure chosen at random.



65: Aurora Borealis

Settling down for the night the Warriors are suddenly hypnotized by incredible waves of coloured light moving silently through the clear night sky. After an hour the light show ends. One of the Warriors knows this to be the Aurora Borealis, an omen of good luck. This good luck arrives during the the time the Warriors spend in the settlement. Each Warrior may re-roll a result from a table once while in the next settlement.

SETTLEMENTS

Once (or if) the Warriors have survived the bleak wilderness they will notice that the settlements they visit are not all that different from the ones they are used to. Groups of Warriors have been visiting for years (most of them never actually seem to return). The inhabitants of these settlements now know what Warriors require and can supply most items. The demand is even great enough for specialised areas (the Elf Quarter etc.) to be set up in some of the larger settlements. Basically this means that all availability/finding location rolls are the same as any settlement of the same category (village, town or city).

Needless to say, the inhabitants of this harsh area have developed a different mentality from those encountered in the Empire. This is reflected in the Settlement Event Table. If a Warrior rolls one of the following numbers then you may replace the event in the Roleplay book with the relevant event below.

14: Snowball Fight

During a quiet period in the day, the Warrior notices a group of boys pelting a girl with snowballs. As he considers it his duty to protect a lady's honour (whatever her age) he begins throwing snowballs at the boys. A villager walks past and thinks that the Warrior is picking on the boys, so he begins throwing snowballs at them. A few more villagers turn up and takes sides, eventually the whole thing escalates until the entire population of the settlement has been divided into two groups and a massive snowball fight ensues. However, someone on the opposing side to the Warrior is throwing pieces of ice. One of these hits the Warrior on the head, causing a cut just above one of his eyes. Eventually the people come to their senses and the fight stops. But the warriors cut refuses to heal quickly and continues to drip blood into his eye throughout the next dungeon. As a result of this the Warrior is at -1 BS for the next adventure (e.g. if he usually hit on 4+ then he would hit on 5+).

24: Gone Fishin'

While wandering through the settlement an old man asks the Warrior if he would like to go fishing on a nearby frozen lake. The Warrior accepts and they set off. After cutting a hole through the ice they sit back and wait for the fish to take the bait. As time passes the old man reveals that he was once an adventurer and tells you of his many experiences in this area. Eventually it is time to pack up and go home. You have caught 1D6 fish which can be used as provisions in the next adventure. In addition to this, when the Warriors are placed on the first board section of the next dungeon this Warrior must roll 1D6.

If he rolls a 6 then he recognises this as one of the dungeons the old man talked about. The Warriors may use this information to their advantage. Once during this adventure (except in the objective room) when they discover any monsters the Warriors may attack as if they had the Ambush A skill.

43: Dig Out

The Warrior is relaxing at the inn when he hears shouts and screams from the other end of the settlement. Rushing out he discovers that a house on the edge of the village had been buried by a small avalanche. The villagers are all digging their way through but think it might be too late to save the people inside. Naturally the Warrior feels duty bound to help and is soon digging hard. Eventually the door of the house is reached and forced open where they find a family huddling together, frightened but unharmed. The villagers are most grateful for the Warriors help and give him 2D6x20 gold as thanks.

46: Bear-back Riding

An annual festival happens while the Warrior is in the settlement with many events and competitions. Something that catches the warriors eye is a wild bear riding competition with a valuable prize for the winner. After signing up you settle back to watch the competitors that go before you. It is an unnerving experience as anybody that falls off is attacked by the bear until the animal handlers gets it under control. Then your turn arrives. No sooner have you sat on the bear than you are thrown off and feel the bear's claws across your chest. You are dragged to safety and your wounds treated, even so you're still not feeling perfect when it's time to leave the settlement and must start the next adventure at -2 wounds. This is temporary and does not affect the Starting Wounds characteristic.

55: Hot Water

Worn out by the last adventure the Warrior is advised by a local to visit the hot springs. This expanse of water is heated by underground volcanic activity and is rumoured to have healing properties. When you find the lake you spend the afternoon bathing in it and find that, despite the foul smell of the sulphur in the lake, you feel much better. Fully relaxed you return to the settlement with +1 permanently added to your starting wounds.

61: Bad Cold

The weather has got to the Warrior resulting in a bad cold. When the Warrior wants to buy any item he must first roll 1D6:

1: The shopkeeper doesn't want to catch any of your germs and pushes you out of his shop before you can ask him for anything.

2: Due to you losing your voice or a severely blocked up nose the person selling the item simply cannot understand you. You leave empty handed.

3: You ask for the item you want, but suddenly sneeze in the direction of the shopkeeper, with predictable results. Roll to see if the item is available, if it is then the shopkeeper will add 10% to the original price. If the item is out of stock the shopkeeper will demand 5 gold for some clean clothes.

4-5: The shopkeeper has a cold as bad as yours. Attempt to buy the item you want as usual. In addition to this the shopkeeper will offer you some of his 'Cold Cure' for 30 gold, if you accept he gives you a small bottle with 3 doses in it, you must only take one dose per day. Once a day, for the next 3 days, roll 1D6 on the following chart:

1-3: No change. You begin to wonder why the shopkeeper had a cold if his 'cure' was so good.

4-6: Your nose is clear, your sore throat has gone. You have been cured!

Any spare doses of the 'Cold Cure' must be discarded, unless any other member of the party has a bad cold.

6: As soon as you enter the shop your nose clears and your headache fades, you feel much better. Attempt to buy

the item you want as usual. When you ask about your sudden rise in spirits the shopkeeper produces a large bundle of dried herbs with a pungent smell. He offers you a bunch for 100 gold if you accept then he gives you a bunch of 'Tholmen herbs'. If you buy them then you are immediately cured. If you decide not to buy them then your symptoms will return tomorrow morning. The shopkeeper will offer you the herbs only once, if you return the next day he will have sold out. As long as you have these herbs you can ignore the 'Bad Cold' event. However if you suffer 1 or more wound from any fire-based attack then the herbs have been burnt and are useless; cross them off your equipment list.

If any Warrior still has a cold by the time they leave the settlement, then they are at -1T for the next adventure. Once the adventure is over, the Warrior notices that he has 'sweated' the cold out and is cured.

THE ALEHOUSE

In most settlements the alehouse is the centre of village life, with a large, roaring fire and strong drink the people can, for a short time, forget about the hardships of everyday life. One way for the Kislevites to 'protect' themselves against the harsh weather is by drinking a powerful spirit they brew themselves. This potent liquid can catch out even the most experienced drinker and is guaranteed to cause problems for Warriors. When the Warrior is in an alehouse roll 2D6 on the Alehouse Events Table as usual. However, if the Warrior rolls a double then see the result on the following table. Note that this happens as well as the normal result on the table:

Double 1-5: You wake up the next morning on the alehouse floor, your last memory of the previous night was someone handing you a small glass containing a colourless, odourless and tasteless liquid. Nursing your head you stagger off in search of breakfast.

Double 6: When you wake up the next morning you find yourself clutching a small, metal flask. When you examine it you find it full of a colourless, odourless and tasteless liquid, this is the strong spirit the Kislevites use to keep out the cold. Once per adventure the Warrior may drink the potent, fortifying liquid, for the rest of the adventure the Warrior is at +1T and +1D6 wounds. These wounds are only a temporary addition, the Warriors starting wounds remain unchanged. But, because of the strength of the spirit he is also at -lWS, -lBS and -1 to his pinning roll (so 5+ becomes 6+). As long as the Warriors remain in Kislev the Warrior may fill up the flask with the spirit for 20 gold when he reaches an alehouse in a settlement. The Warrior simply crosses the gold off his list, no dice rolls have to be made. Once outside Kislev the Warrior cannot find another supply of the spirit and must keep the empty flask until he returns to the area. If you already have the flask then treat this result as 'Double 1-5'.

SHOPPING

Years of experience has taught the shopkeepers of this area what Warriors need to survive. Therefore most items are available here. The inhabitants have even discovered other items which may be useful to the Warriors. Some items are impossible to get hold of, or have no use in this climate. In these situations the shopkeepers may have attempted to supply an alternative. New items and special information on normal items is written below. If there is nothing written about an item from the Roleplay Book then it can be purchased in the normal manner.

The Armourer

Fur-Lined Gloves: Available to every Warrior type. The fur-lined gloves have a

stock number of 8. They cost 130 gold to buy and are 25 gold when sold. The fur-lined gloves keep the fingers warm in even the coldest conditions. As long as a Warrior owns a pair of fur-lined gloves then he is immune to frostbite if he rolls 'fingers' or 'fingertips' on the 'Frostbite Location Table'.

Fur-Lined Boots: Available to every Warrior type. The fur-lined boots have a stock number of 8. They cost 100 gold to buy and are 20 gold when sold. The fur-lined boots keep the feet warm in even the coldest conditions. If a Warrior owns a pair of fur-lined boots then he is immune to frostbite if he rolls 'toes' on the 'Frostbite Location Table'.

Bear Furs: Available to every Warrior type except the wizard. The bear furs have a stock number of 7. They cost 400 gold to buy and are 120 gold when sold. The bear furs are thicker than normal furs but are vulnerable to missile weapons. The wearer of the bear furs gets +2T except against missile weapons where the bonus is halved to +1T, the furs may be worn in addition to chainmail or light armour with the usual restrictions.

The Fletcher

Pistol Crossbows: Even though the Kislevite traders have done their best to make sure that essential equipment is available to Warriors, certain items are simply beyond their manufacturing skill at the moment. One of these items is the pistol crossbow, while in Kislev neither the pistol crossbow nor the quarrel for the weapon is available.

The Weaponsmith

Pig-Iron Sword: Available to every Warrior type. The pig-iron sword has a stock number of 4. It costs 100 gold to buy and is 15 gold when sold. The blade of the sword has been forged from slightly inferior metal than normal sword blades, while this makes it cheaper to produce and sell the metal can be brittle and shatter. If a Warrior using a pig-iron sword rolls a 1 to hit the he must immediately roll 2D6. If the result is a double then the blade has snapped, the sword is useless and must be discarded. Cross it off the warriors equipment list. A pig-iron sword with a snapped blade cannot be sold.

Spike Hammer: Available to Barbarian and Dwarf Warrior types only. The spike hammer has a stock number of 10. It costs 450 gold to buy and is 120 gold when sold. A Kislev variation on the traditional warhammer the spike hammer is forged with a penetrating spike as well as a crushing flat face. Unless wearing magic armour, any monsters hit by the spike hammer get no armour save In addition to this, if the to hit roll is a 6 then the hit causes an extra 1D6 wounds.

Throwing Stars: In battle Kislevites prefer a sturdy axe or weighty warhammer in their hands. They can see no point in manufacturing these tiny pieces of metal and will stare blankly at anyone who tries to suggest them. While in Kislev throwing stars are not available.

The Animal Trader

Kislev Wild Horse: Available to all Warrior types except Dwarf. The Kislev wild horse has a stock number of 9. It costs 750 gold to buy and is 285 gold when sold. While in Kislev the wild horse replaces the standard horse from the Roleplay Book. Kislev wild horses are caught when young and trained, both for battle and everyday travel in this climate. The horse can be ridden even in the 'Deep Snow' result of the Travelling Conditions Table. Also, as the horse has been trained to defend itself it is less likely to be stolen, when leaving a settlement roll 2D6 instead of the usual 1D6; a double one indicates that the horse has been stolen. But a result of a double 6 means that the potential horse thieves had been caught, battered and bruised, fleeing from your horse and have been jailed, you receive 2D6xl0 gold as a reward for helping the Watch.

Snow Cart: While in Kislev this replaces the standard cart from the Roleplay Book. Kislev travelling traders use carts to carry their goods from one village to another; however the cart has 'skis' instead of wheels. The Warriors may buy a snow cart. It has the same stock

number and price as a normal cart, but they must abandon it once they leave Kislev, as it is useless on any surface other than snow and ice.

The General Store

Provisions: Each set of provisions restores 2 wounds as usual, but at the end of each adventure in Kislev roll 1D6 for each unused set of provisions. On a 1 or 2 the cold climate has preserved it and the provisions can be saved for the next adventure.

The Gunsmith

As has been mentioned before, Kislev Warriors much prefer to get into the thick of battles rather than firing at their enemy from a distance. The demand for firearms is limited to Warriors from outside Kislev. These weapons are rare and made to order which raises the cost. When in Kislev the price of all firearms, shot and gunpowder is double the amount in the relevant section of the Roleplay Book. Note that the cost to sell any of the items is only doubled if sold within the Kislev area.

KISLEV DUNGEONS, THE BEAR FACTS... (Sorry)

Finding the Adventure

In this part of the world the landscape can change overnight, ground-based landmarks can easily be buried under snow drifts making directions obsolete. People have learned to use the position of the sun, wind direction and, should the worst happen and they need to travel at night, the constellations of the stars.

When the Warriors set out for a dungeon while in this area they may hire a guide to help them find the entrance. The guide charges lD6x5 gold for each Warrior in the group but they automatically find their destination. If the Warriors do not hire a guide they must roll 1D6 on the following table:

1: It's no good, heavy snowfall has made your map useless. You are on the verge of giving up when one of the Warriors falls into a snow-covered hole in the ground! He has found the entrance at the bottom of a shallow chasm, however the only way for the Warriors to get into the dungeon is to jump down. Each Warrior must roll 1D6, if they roll 5 or 6 then they take 2 wounds straight away with no save allowed.

2-6: Fortunately the snowfall in this region has not been particularly heavy and the group soon find the entrance. Continue the adventure as normal.

DUNGEON EVENTS

Just as everyday Kislev life can surprise Warriors the dungeons and underground passages can also throw up their own unique dangers. If you roll the following numbers on the Dungeon Events Table in the Roleplay Book you may replace the original event with the corresponding event below. Alternatively you could use some of the blank Event Cards.

15: Icy Wind

Narrow fissures in the walls have led to this board section becoming a natural wind tunnel. The wind is strong and bitterly cold, making the Warriors unsteady on their feet and hampering combat. While on this board section all Warriors are at -1 to Movement, WS and Pinning rolls (so a pinning roll of 5+ will become 6+). The wind can easily blow arrows and other missiles out of the air so all Warriors and monsters have an additional -2 modifier on BS. The monsters of the dungeon know the phenomenon of this area and have adapted to it, therefore they suffer no modifiers in combat.

25: Pile of Rags

The Warriors find what appears to be a pile of discarded pieces of cloth. However, when they investigate they discover that buried underneath them all was an old man who had used the rags as a means of surviving the cold. Choose a Warrior counter, that person tries to speak to the old man. Roll 1D6 on the following table:

1: The man is dead, in fact he is nearly a solid block of ice. The Warriors can do nothing to help him, they cover him back up with the blankets and move on.

2-5: The man is half-dead from fear and the cold. He frantically asks the Warrior if he knows the way out. When told the old man grins, drops a small pouch into the Warriors hand and runs off towards the exit. When the Warrior opens the pouch he finds it is full of gold, add 2D6x20 gold to the Warriors total.

6: The man may look old but he is in fact an expert fighter in hiding. He is hoping to kill a monster which has been terrorising local villages and is known to lurk in this dungeon. He then tells the Warriors, in no uncertain terms, to leave him alone before they spoil his cover. This they do. But, from now on, every time the Warriors encounter 1 or more monsters they must roll 1D6. On a roll of a 6 then they hear a wild yell from behind them, the hunter pushes past them, kills a randomly selected monster and runs out clutching its severed head. The monster is killed automatically, no dice roll is needed, and is removed from the board; the Warriors get no gold for that monster. The hunter will only attack once before returning to the surface so once he has killed a monster there is no need to keep rolling 1D6 before battles.

26: Ice

Looking up the Warriors can see that this section has no roof, just high, smooth walls leading up to the open air. It is impossible for the Warriors to climb the walls but snow has drifted down into this area of the dungeon. Over time this has become compacted into a thick layer of treacherous ice. The Warriors may move 2 squares per turn with no risk of slipping. If the Warrior wishes to move further than that then he must make an initiative test for each extra square they move (e.g. if a Warrior moves 4 squares then he must make 2 initiative tests). If a Warrior fails an initiative test then he has slipped and fallen, spraining his ankle. For the rest of the dungeon he is at -1 Movement. Should the Warrior fall again then he suffers D3 wounds with no modifiers or saves allowed. There are no further modifiers to his movement. Should the Warriors encounter monsters on this board section then both will have a -1 WS modifier in addition to the movement restriction as they frantically try to keep their balance.

43: Altar

Carved into the wall is a tiny altar to the Ice Goddess. Choose a Warrior using the Warrior counters. He feels compelled to pray at the altar but must donate 50 gold to do so. If he is unable to raise the donation he cannot pray. Roll 1D6 on the following table to see the result of the prayers:

1-3: There is no response, the Ice Goddess has more important things to do than look after an unimportant mortal.

4-5: The Ice Goddess allows you knowledge of the dungeon layout. The Warrior may look at the next 3 dungeon cards and rearrange them in any order he wishes, he may show the cards to the other members of the group but he cannot tell them in what order he put them.

6: The Ice Goddess grants you a vision of the passage to the next settlement, including the weather conditions, allowing you to accurately pre-plan your route. If the Warrior survives this dungeon then he is able to work out an easy path. The Warriors do not roll on the Travelling Conditions Table. In addition to this they halve the travelling time to the next settlement

53: Pillars of Ice

The roof of this section is held up by series of ice pillars. However, on closer inspection the Warriors discover that buried inside each pillar is a valuable item. The Warriors may attempt to smash down some of these pillars to get to the items, but at the same time they risk bringing the roof down on top of them. If they dare to knock the pillars down then one Warrior must roll 1D6. This is the number of pillars that are smashed. Another Warrior must then roll

1D6, this is the number of pillars that can be destroyed without the ceiling collapsing. If the first dice roll is equal to or less than the second then the Warriors have left enough pillars to support the roof safely. But, if the second dice roll is less than the first the Warriors have brought the roof down, each Warrior suffers 1D6xBattle Level wounds with no modifiers. In addition to this the way they came into the room has been blocked and the Warriors must leave through another doorway. Even if the roof has collapsed the Warriors gain a number of treasure items equal to the first dice roll. These are randomly selected on the Dungeon Room Treasure Table of the Roleplay Book. Sometimes Warriors are more intelligent than they look. The group may decide to knock down the pillars cautiously, stopping as soon as there are any signs of weakness in the roof. If they choose to do this then there is a -2 modifier on the first dice roll. (The Warriors will always find at least 1 item even if the modifier takes the first dice roll below 1). While this means they don't get as much treasure it also reduces the risk of the roof falling in.

62: Nothing

The party are halfway across the section when one of the Warriors steps on a hidden switch. From above comes a rumbling sound and suddenly...Nothing happens. After a short while there is the sound of metal snapping and a few pieces of rusty metal fall harmlessly from the ceiling. Each Warrior thanks the deity of their choice and walks out of the room.

COLD-HEARTED MONSTERS

The climate hasn't just resulted in the Kislevites becoming hardier than the men of more temperate climates, even the animals in this land are different. Some exist only in Kislev and the frozen northern wastes, many have evolved to cope with the weather over long periods of time. The following monsters can be used to replace others of a similar gold value from the Monster Tables in the Roleplay Book or can be used on blank monster cards.

WOLVES

Attacking in packs these animals can easily bring down and kill much larger animals, to them a Warrior is a meal.

WOLF	
Wounds:	4
Move:	6
Weapon Skill:	5
Ballistic Skill	-
Strength:	4
Toughness:	3
Initiative:	5
Attacks:	1
Gold (Each):	15
Armour:	-
Damage:	1D6
No.:	1D6+4

Special Rules:

Gang Up.

BEARS

Ferocious and generally bad tempered, the bear is deceptively fast for its great size. Great bears are bigger, deadlier and even more bad tempered, you might as well save time and tear your own throat out

	BEAR	GREAT BEAR
Wounds:	12	25
Move:	5	6
Weapon Skill:	4	6
Ballistic Skill:	-	-
Strength:	5	7
Toughness:	5	6
Initiative:	4	4
Attacks:	2	3
Gold (Each):	215	300
Armour:	-	-
Damage:	2D6	3D6
No.:	1D3	1

Special Rules (Bear):

Fear 4.

Special Rules (Great Bear):

Fear 6. Ignore Blows 6.

SNOW TROLLS

Huge, lumbering and foul-looking, Trolls survive in any environment. Snow Trolls are probably closest relatives to Stone Trolls as they share the same blue-grey skin tone, however Snow Trolls grow thick fur on their bodies as protection from the elements.

SNOW TROLL

Wounds:	30
Move:	6
Weapon Skill:	3
Ballistic Skill;	6+
Strength:	5
Toughness:	4
Initiative:	1
Attacks:	3
Gold (Each):	650
Armour:	-
Damage:	2D6
No.:	1D3

Special Rules:

Fear 6. Regenerate 2. Chill 4.

ICE ELEMENTAL

Perhaps a servant of the Ice Goddess or a foul relative of the Chaos Gods, the elemental is a powerful magician as well as physical attacks.

ICE ELEMENTAL

Wounds:	82
Move:	6
Weapon Skill:	9
Ballistic Skill:	-
Strength:	8
Toughness:	8
Initiative:	7
Attacks:	5
Gold (Each):	7275
Armour:	-
Damage:	6D6
No.:	1

Special Rules:

Chill 5, Ignore Blows 3+, Ignore Pain 10, Magic 2, Magic Resistance 4+, Terror 13.

Ice Elemental Spells

Roll 1D6 on the following table to determine which spells are cast:

1) Freezing Fog

The entire section is cloaked in thick freezing fog. Each Warrior must roll 1D6, any Warriors who roll 1 or 2 are frozen and may do nothing this turn. If they are attacked they will be hit and wounded automatically but will be able to use normal modifiers and armour saves.

2) Ice Shards

The elemental opens his hand and from it shoots piercing shards of ice. Choose a Warrior using the Warrior counters; that player is hit by 2D6 sharp ice fragments each causing 1D3 wounds with no modifiers.

3) Snow Storm

A blizzard suddenly fills the entire section, the flakes of snow being whipped around by the strong wind. For this turn no missile weapons may be fired, in addition each Warrior takes 1D6 wounds with no modifiers.

4) Cold Heart

The elemental points at one of the Warriors. That person is convulsed with pain as his heart starts to turn to ice. Use the Warrior counters to choose a player, that Warrior suffers lD6xBattle Level wounds with no modifiers. Also, from the next turn on, until the elemental is beaten or the Warrior is reduced to 0 wounds, the Warrior suffers 1D6 wounds as Fatal Damage.

5) Snowball

The elemental cups his hands and creates a snowball, he then throws it at a Warrior. As it approaches him it grows until it completely smothers him. Choose a player using the Warrior counters, that Warrior has been buried under a vast pile of snow and must dig his way out. To dig himself out the Warrior must roll 1D6 and add his strength. If the total is 9 or greater than he is free and may act as normal. Warriors not in combat and in adjacent squares can help to dig him out by rolling 1D3 and adding it to the total. As soon as he is hit by the

snowball the Warrior takes 3D6 wounds with no modifiers. In addition to this he takes 1D6+3 wounds for each turn he is buried in the snowball. While a Warrior is buried he may not cast spells, fight or be attacked in close combat.

6) Ice Bolt

A solid bolt of ice is launched at one of the Warriors. When it hits its target the ice shatters, damaging anyone standing close. Randomly select a player using the Warrior counters. That Warrior is struck by the ice bolt causing 5D6 wounds with only magic armour allowing a save. As the ice shatters any models in adjacent squares (other Warrior or monster) suffer 2D6 wounds with the usual saves/modifiers.

YETI

An incredibly rare monster which many believe to be entirely imaginary. No one can say for sure what the Yeti looks like. There are many tales of the Yeti, but most people believe it to be nothing more than a fairy tale. The few who claim to have seen it report its behaviour as erratic, sometimes violent other times timid and scared. It is also rumoured to have hypnotic powers most commonly used to make people forget they ever saw it...

	YETI
Wounds:	45
Move:	4
Weapon Skill:	7
Ballistic Skill;	-
Strength:	8
Toughness:	7
Initiative:	6
Attacks:	2
Gold (Each):	985
Armour:	-
Damage:	3D6/4D6 (4+)
No.:	1

Special Rules:

Terror 10. Hypnotise

MODELLING THE MONSTERS

Wolves are the easiest models to get hold of, just use the plastic wolves from Goblin Wolf Riders.

To get hold of some bear models you'll probably have to ring up Mail Order and get them to search the dusty corridors of history. The only bear model I can remember was part of the 'Ursus, Elf Bear Keeper' set way back in White Dwarf No. 96 (December 1987).

You can use the same model to represent a great bear but try painting a bit of grey fur on the snout and across its back to make it stand out from the standard bears.

The Cold Trolls are fairly easy to make. Starting with a basic Stone Troll (Stone Troll with Stone Hammer 075398/1 is quite a good one) simply sculpt on (using Greenstuff, Milliput, Das, whatever) a layer of fur covering most of the areas which have the 'scaly' skin, i.e. the back, the legs, the back of the arms etc. Paint the bare skin as you would do for a Stone Troll. I find that painting the fur a medium brown works quite well. For those of you with real painting skill get Stone Troll with Rock (075398/7) convert it as above and paint the rock as a huge piece of ice, just about to be brought down on an unfortunate warrior's head...

As for the Yeti, well I haven't got a clue, but given that it can hypnotise its victims into forgetting it exists this isn't surprising. So the sky is the limit here. Personally I use a standard Ogre. Perhaps you could model some fur on it like the Cold Troll. Another idea is to us a Rat Ogre as the basis for a conversion.

The Ice Elemental is another challenge for those nice people who work at Mail Order. Does anyone remember the elemental models from the third Citadel Compendium (sometime around 1986, I think)? The Stone Elemental, painted a light blue and then with the edges highlighted up to white, would look perfect.

ALL THAT GLITTERS...

Adventuring in Kislev has been going on for centuries. In this time many brave Warriors have lost their lives in the search to slay a fearsome monster, rescue a fair damsel, or just increase their wealth. Many of these Warriors held powerful magic items which have been lost in the dungeons of Kislev, awaiting discovery by any adventurers that dare to enter. The chance of finding some long lost piece of treasure is represented by the fact that you may replace the original entry in the Dungeon Book with the corresponding one from the list below. These items and all other 'Glittery' things can only be discovered when in Kislev.

16: Blueblade Sword(BDEW) 350 Gold

The blade of this sword is a perfect light blue and intensely cold. It is no sharper that a normal sword but it is the cold that does the damage. Roll to hit and wound as normal, in addition to this if the roll to hit was successful then the monster takes 1D3 wounds with no modifiers as the cold blade touches them. Note that the wounds are caused even if the 'to wound' roll was failed.

23: Arrow of Ice (BEW) 200 Gold

The heads of these arrows appear to be made of unmeltable ice, but they can punch through even the toughest armour with ease. The Warrior may fire a single ice arrow once per turn even if he is allowed to fire more that 1 shot. (E.g. a Warrior has a short bow and 3 attacks; he may only fire one Ice Arrow so must use ordinary arrows for the other two shots.) The arrow gives a +1 Strength modifier and no armour saving throw is allowed (except for magical armour). If a Warrior rolls a 1 to hit then roll another D6, if he rolls a 1 again then he runs out of Ice Arrows, cross then off his equipment list.

34: Spiked Boots (BDEW) 150 Gold

These boots have small sharp spikes in the sole, perfect for gripping ice. A Warrior using Spiked Boots may ignore any movement penalties for ice and snow, also he may make a single kick attack using the Warriors strength with a -1 modifier.

51: Frost Spear (BDE) 200 Gold

The head of this spear is permanently covered in a thin layer of frost as a demonstration of its magical powers. The Frost Spear has the same advantages and restrictions as a normal spear but gives a +2 strength bonus when using it.

MORE GLITTERING THINGS

If the player rolls one of the numbers below they may replace the original entry on the Dungeon Room Magic Items Treasure table in the roleplay Book with the corresponding one from the following list:

13: Snow Globe (BDEW) 50 Gold

This is a small glass sphere filled with liquid and a snow like substance. When shaken the snowflakes reflect and refract any available light into a myriad of colours which can be mesmerising. Once per adventure the Warrior may use the Snow Globe. Roll 1D6; every monster on the same board section loses this many attacks as they stare at the pretty lights, this lasts for 1 turn.

23: Potion of Iceblood(BDEW) 300 Gold

A small phial contains a strange blue liquid. Examining it, the Warrior is sure he can see ice crystals in it. After drinking the potion the Warrior feels stronger, tougher and more alert. When the Warrior drinks the potion he gains the following modifiers as his body slowly begins to freeze. +2S, +2T, +2I and +1 to his pinning roll (so 5+ becomes 4+). These effects last for the rest of the adventure, however for every turn after the Warrior drinks the potion he must roll 1D6, if he rolls a 1 then the Warrior suffers 1D3 wounds with no modifiers or saving throws allowed. Use once then discard.

36: Assassin's Finger (BDEW) 250 Gold

A sharp glass claw that can be worn on a finger, the tip of the claw is filled with a poison so that when the Warrior attacks the claw pierces the monster's skin the tip will break off and deliver the

poison straight away. The Warrior may give up all his attacks for a single attack using the Assassin's finger. Once hit the monster takes 1D6+3 wounds with no modifiers. If the monster is still alive then it has been effected by the poison and will be at -1WS, -1BS, -1A, and -1T until it is killed. Use once then discard.

43: Cold Ring (BDEW) 190 Gold

A thin band of silver with a blue stone set in it. A Warrior wearing the cold ring is immune to all forms of magic except fire based attacks. If the Warrior suffers 1 or more wounds from a fire based attack (either spells or a physical attack using a magic item like the Hellfire Sword) then the Warrior must roll 1D6 x his Battle Level. If the roll is less than the number of wounds suffered then the ring melts under the ferocity of the attack and must be discarded.

63: Potion of Warmth (BDEW) 200 Gold

The bottle in which this potion is kept is warm to the touch. The liquid inside seems to be constantly heated in a mysterious way. When it is drunk the Warrior feels all warm inside. He gains +2S and +2T for 1 turn, and is immune to frostbite for the next 1D6 adventures. If a Warrior drinks the Potion of Warmth having already drunk the potion of Iceblood, or vice versa, then the two potions cancel each other out and neither has any effect. Use once then discard.

66: Yeti Fur Cloak (BDEW) 0 Gold

This cloak has been made from the cloak of the incredible rare Yeti. When a Warrior puts the cloak on he can feel the mysterious power of the Yeti making him more confident. The Yeti fur confers the same advantages and restrictions as normal fur but also gives the Warrior +3 on fear rolls and +2 on terror rolls. Note that the Gold value represents the fact that no one will take a Warrior seriously if he tries to sell it.

WHY ARE WE HERE?

No, not the question to life, the universe, et al. Some players may be thinking: 'Why bother going to Kislev when we can get slaughtered in the nice warm Empire?' Well here are a few adventure ideas to get you started. No apology is given for some of the titles of these adventures...

1) 'Does Nobody Want This Job?'

The Warriors are hired by desperate leader of a small settlement to perform a task for him, roll up an adventure from the Adventure Book, however the lack of interest in this job has meant that the leader has had to give an incentive to arouse the Warriors' interests, the reward for completing this adventure has been doubled.

2) 'A Wee Nip In The Air.'

Just as the Warriors are about to leave a settlement in search of a new adventure a heavy blizzard cuts off all paths in or out. The inhabitants are worried, but the Mayor (Mikhail Fisch) assures them that the blizzard will blow itself out in a few hours. After a few days of the blizzard the supplies are starting to run out. The Mayor asks the Warriors to take a message, using an old disused underground tunnel between here and the next settlement. Once the Warriors agreed the Mayor reveals that the main reason why it is disused is because of the number of monsters down there. Once the Warriors have cleared the objective room (The Tomb Chamber) they discover a small passage leading to the outskirts of the next settlement, after delivering the message supplies are sent down the cleared tunnel, each Warrior receives 1D6x100 gold for completing the adventure and the party automatically arrives at the next settlement (no hazard rolls are made).

3) 'Brass Monkey.'

An antique artifact of the settlement, an elegantly carved brass monkey has been stolen in a recent raid by a small Orc warband. The monkey was regarded as a form of good luck charm for the settlement. Convinced that they are doomed none of the inhabitants will dare to enter the lair of the Orcs. Once the Warriors reach the Objective Room (The Fighting Pit) and killed the monsters in it they must search through the clutter on the floor. Each Warrior rolls 1D6 on the following table:

1: While searching the floor, the Warrior makes such a noise that he attracts the attention of a group of monsters. Roll on the relevant battle level Monster Table. Until the monsters are killed no other searching may take place.

2-5: The Warrior finds 2D6 gold but nothing else. Unless there are monsters on the board section the Warrior may search again next turn.

6: Clearing away the rags and bones on the floor the Warrior sees the glint of highly polished brass. Picking the monkey up they return to the settlement and return it to the grateful inhabitants. As a reward each Warrior receives an item of Dungeon Room Treasure.

4) 'Dual Action Lockets.'

The son of a recently deceased wealthy man has be told that all of his father's money will be given to him only if he retrieves the family's twin ancestral lockets. This would be no problem except for the fact that the son's grandfather was buried wearing them around his neck. The Warriors have been hired to find the old man's crypt and get the lockets. Once the Warriors have cleared all the monsters from the objective room (the Tomb Chamber, what else?) they must force the lid off the coffin to get to the desired objects. Each Warrior must roll 1D6 and add their strength, if the total of all the Warriors' rolls is 28 or greater then the lid is slowly forced off. The Warrior who rolled lowest (re-roll any ties) looks into the coffin, that Warrior must roll 1D6 on the following chart:

1: The tomb has been robbed long ago. The only things in the coffin are the remains of the grandfather and some rats, which attack you. The Warrior must work out combat with 1D6 rats before reporting the sad news back to the son. Each Warrior receives lD6xl0 gold as travelling expenses but the son is unable to give you anything else.

2: The coffin is filled with gold pieces, you can find no sign of the body or the lockets, but this amount of gold will allow the son to lead a fairly comfortable life. Once you return the treasure to the son he gives each Warrior a choice of reward either 3D6x10 gold (re-rolling any 1's) or an item of dungeon room treasure.

3-6: Nothing but the bones of the grandfather remain but, near the top of the coffin, you see the glint of gold and find both of the lockets, looking like new. Returning them to the son he claims his inheritance and gives each Warrior 2D6x10 gold (re-rolling any 1's) and an item of dungeon room treasure.

5) 'Tunes Help You Breathe Easier.'

The legendary musical fountain of Karinski has frozen solid for the first time anyone can remember, the Warriors have been hired to fill a small phial with water from a mystical underground fountain which is heated by volcanic activity deep under the surface. Water from that place also has strange magical properties; it is claimed that if this water is poured on any spring, well or fountain then that place will never freeze or dry out, no matter what the weather. Once the Warriors have cleared out the objective room (The Fountain of Light) a randomly chosen Warrior must spend 1D6 turns standing next to the fountain filling the phial. If, during this time, any monsters appear then he will be unable to fight. Monsters will only attack him if there is no other Warrior alive on the board section.

When they return to Karinski the phial is poured over the fountain, which immediately melts and starts making the gentle music for which it is famous. The Warriors are allowed into the treasure chamber and are told they can choose anything they want. Each Warrior randomly selects 1D6 items of dungeon room treasure and chooses the one he wants from that.

Njet Comrade!

Kislevite Shaman Characters in Warhammer Quest

By Gav Thorpe

Sometimes there's just no stopping that Gavin Thorpe bloke. This time it took a sound clubbing to put a stop to it, and even then he crawled away muttering about hot-dog salesmen for Quest or something! Well, here we are again, forced into featuring this excellent article and arranging another 'Figga N' Roolz' deal for you. It's not as if you deserve it anyway, ungrateful lot...

•KISLEVITE SHAMAN CHARACTER•

On the northern borders of the Old World is the semi-nation of Kislev. It is a land of windswept steppes, barren plains and rugged hills. The capital (also called Kislev) is the seat of the Tzar, and the western parts of the country are relatively civilised. The northern marches of Kislev are bitterly cold and there are only a few scattered settlements there. The main inhabitants of this land, simply called the Troll Country, are beasts and Monsters that have come south from the Chaos Wastes, which encroach upon the northern parts of Kislev.

There are parts of Kislev which are almost inhospitable and only accessible during unusually hot periods of the spring and summer seasons. The people who live in these places are nomadic and their culture bears little resemblance to the customs and traditions of western Kislev. The nomads live in scattered tribes of twenty to thirty families, and they follow the migrating herds of elk and reindeer. These scattered tribes call themselves *Horkoi*, and their heritage and existence can be traced back to the time of scattered tribes before Sigmar founded the Empire.

The Horkoi are no strangers to war with evil creatures such as Orcs and the minions of Chaos. Their territories stretch up into the Troll Country, which is little more than the southern most reaches of the Northern Chaos Wastes. There is the Skaven Stronghold, Hell Pit, in the north, and many Horkoi have been captured and taken as slaves by the Skaven of Clan Moulder who live there. During the wars with the Vampire Counts of Sylvania, legions of dead walked abroad, and at least three armies were sent north through Kislev for out-flanking attacks on the Empire's armies. Some of the Horkoi encountered these marching dead and fought them, and many tribes added to the ranks of the damned army. Orcs and Goblins have various small lairs for the entire length and breadth of the World's Edge mountains, and the larger tribes occasionally raid the most eastern Horkoi for slaves and loot. The Horkoi definitely have reason to fight the hordes ranged against humanity.

Sometimes the Horkoi move westwards and approach Praag and Kislev itself. In the more central regions of the Troll country, tribes of similar outlook have banded together to form rough and ready confederations. There are two of these confederations that are large enough to be of importance to the Old World, the *Ungols* and the *Dolgans*. The Ungols consist of around fifty or sixty tribes and actually have representatives at the court of Kislev. The Ungols believe that they are the actual descendants of the original rulers of Kislev from the time of Sigmar, and that the present reign of the Tzars is but an interlude until they return to power. The Ungols are very warlike and constantly raid the territory of tribes that are not part of the confederation.

The Dolgans live nearer the mountains and are slightly smaller in number than the Ungols. They prefer trade to war, and have a larger number of horses and ponies. The

current chief advisor to the Tzar of Kislev is actually a Shaman from a Dolgan tribe, and his influence has led to many privileges being afforded to his kinsman. This of course only makes the tribes of the Ungols more angry and there is constant strife between the two factions.

Each tribe has its own particular customs, but the religious beliefs, tribal organisation and traditions all come from a common basis. It is the belief of these people that there are powers and deities that control every aspect of their lives. The main deities they believe in are:

Hiskai: the lover of Ice and Cold. It is Hiskai who brings the winter blizzards and freezes the rivers. Hiskai is also associated with death, since the cold and the wind are the most savage and persistent enemies the Horkoi have to face.

Urkov: the controller of Fire and Warmth. It is Urkov's cloak that brings the summer and melts the Ice. Urkov is most often linked with life and growth, and is a form of sun god. However, in many parts of Kislev Urkov is not particularly liked, especially in the mountains, as the rare heat of the sun melts rivers and snow and leads to flooding and avalanches...

Vostich: is the deity of the animals, and prayers to Vostich are delivered to bring good luck on hunts, and to assure that the herds do not move too far away. Vostich is one of the most widely worshiped deities, as all the tribes require his blessings to eat and need the skins of animals to build their tents and make their clothes.

The last of the four main Khai, as these deities are called, is **Kordusk**. Kordusk is the Earth Khai and it is Kordusk who built the mountains and carved the rivers. Kordusk is also responsible for plants and water, and it is he who leads the Shaman to fording points of rivers, and tells the tribe where grazing land can be found for the few domestic animals that they have.

The tribes of the Horkoi are organised on two planes. The physical side of life is led by a war chief who looks after the day to day running of the tribe. It is this chief who leads them in war, directs the hunters and decides when it is time for the tribe to move on. The spiritual side of life is controlled by a Shaman. The Shaman consults with the Khai on matters of importance. The Shaman offers up prayers to the relevant Khai when the tribe hunts, or has to overcome an obstacle such as a river, or the hunters go out to fill the winter stores. A Shaman is usually dedicated to a single Khai, though they can pray to any of the Khai they develop a particularly good rapport with a certain deity.

The power that the Shamans wield is actually a very raw form of Light magic, which is the heaviest and hardest colour of magic to control. How the Shamans originally managed to harness the Light magic is a question that constantly baffles the Wizards of the Colleges of Magic. The religious beliefs are the most likely reason, since strict ritual and perseverance is the most profitable way of controlling the forces of Light magic. The ancient ceremonies performed to the various deities probably formed the method for extracting the Light magic, while a few who were particularly attuned to the winds of magic actually managed to use the energies that were released. Trial and error probably followed, with correct rituals (those that released lots of Light magic to the Shaman) being adopted while less efficient methods were replaced by new practices. To the Horkoi this was just a matter of finding the right prayers and sacrifices that meant the Khai answered their prayers. In other words the Light magic was released and certain influences from the Shamans mind formed it into rough and ready spells that caused rivers to flow slower, drew the herds of deer towards the tribe and so on.

Shamans are sacrosanct and no Horkoi would ever attempt to harm one, for they are believed to be the messengers of the Khai and not totally of this world. However, the tribes of the Horkoi do fight each other and it is sometimes the case that a Shaman's tribe is destroyed. If this happens the Shaman will look for a tribe that has no present Shaman, or has a less experienced Shaman for him to usurp. Many young Shamen are sent out into the world to test themselves against the elements. Sometimes the wandering aspirant will meet people from the Old World and be taken to the Empire or beyond. These Shamen often become involved with adventurers because of their strange talents and powers. The Shaman is happy to accompany these

people as he has no knowledge of the strange laws and customs of the Old World. The other adventurers learn early on not to take advantage of the Shaman as they are astute and have wisdom beyond their age. Often the Shaman seems very eccentric by the people of the Old World, and they can be very emotional and temperamental, sulking when their advice is not heeded and becoming raging madmen if somebody insults their lifestyle or homelands. This is partly an aspect of their barbaric upbringing, and partly because they act as constant conductors for Light magic, which suffuses their bodies and plays upon their minds.

A Shaman appears as an outlandish character, dressed in deerskins, carrying his totem staff and adorned with charms and talismans. Shamen are not easily acquainted with the idea of bathing (the action of undressing in their home country being an invitation to Pneumonia and frostbite) and they carry around pouches of pungent herbs. This all merges to make them into people that part crowds, enter shops which are suddenly closed and are sometimes the butt of the rough and ready humour of the Old World.

• STARTING AS A KISLEVITE SHAMAN •

You may play a battle-level 1 Kislevite Shaman instead of choosing one of the warriors from the Warhammer Quest boxed game. Follow all of the normal rules for creating a new warrior, as written in the Warhammer Quest rulebook.

Weapons

The Kislevite Shaman starts the adventure with a sword and the ***Totem Staff*** equipment card.

The Kislevite Shaman may use his *Mana* to bestow Blessings as detailed in these rules and the Warhammer Quest rulebook. He starts with an innate store of 1D6 *Mana*.

The Shaman's profile depends on which animal he has chosen for his spirit-familiar, as follows.

Totem Staff: A Shaman's Totem Staff is covered with images of his particular deity and helps him commune with his patron Khai. The power of the Totem Staff can be invoked once per dungeon and allows the Shaman to add 2D6 *Mana* to his total for that turn only.

• SPIRIT-FAMILIARS •

Each Shaman takes to himself a totem animal, or Spirit-Familiar. The Spirit-Familiar is a guide in the realms of the Khai, and helps the Shaman communicate with his deities. There a two spirit-familiars to choose from, and each one has its own strengths and weaknesses.

The Raven is commonly associated with death, but is comparatively small and weak. It is agile and has the ability to fly, but cannot sustain much injury. If you choose the Raven as your totem you may add **+1** to your *Move* and **+1** to your *Initiative*, but must deduct **-2** from your *Wounds* total.

The Wolf is lean and fast, and is known for its great endurance on long hunts. It is, however, eternally driven by its hunger and needs to feed to sustain itself. If you choose the Wolf as your totem your Warrior may add **+1** to his *Weapon Skill* and an additional **2** *Wounds*. For every turn that there are no Monsters on the dungeon board, roll 1D6. On a roll of 1 you lose a wound, which may be recovered in the normal way.

You should choose your totem animal carefully as it will affect your Warrior throughout his entire adventuring life.

• BLESSINGS •

Some Blessings have a varying effect depending on which of the two totem animals the Shaman has chosen. The particular effects are detailed in the description of the Blessing.

Blessings are used in exactly the same way as a Wizard's spells. Instead of Power they require *Mana* to use. During the game, anything that refers to spells, their effect and the casting of, will affect Blessings in exactly the same way.

Some Blessings are marked with a symbol that indicates that they are offensive (O). This means they may only be used in the same way as a Wizard's Attack spells (during his own part of the Warriors' Phase).

MANA

Mana is the power a Shaman uses to receive and bestow Blessings. The amount of *Mana* a Shaman possesses depends upon his level and the number of Warriors he is with. A Shaman has a number of *Mana* that he has built up during meditation and prayer, and this is treated exactly like a Wizard's store of innate power, it is expended and then regained between dungeons. Rather than using the power dice to determine how much *Mana* he gains from turn to turn, consult the following chart. He gets a set amount of *Mana* shown on the table below. A Warrior who is on 0 Wounds contributes half the normal points (rounding fractions up, so a Warrior on zero Wounds is still worth one point of *Mana*). Obviously a Warrior who starts the Power phase on 0 Wounds is dead and contributes nothing, but the Shaman's *Mana* is not set once the Power phase is finished. If a Warrior is reduced to 0 Wounds the Shaman will lose the corresponding amount from his *Mana* (i.e. half the amount a Warrior is worth). If he has insufficient *Mana* he must expend it from his *Innate Mana* or lose D6 Wounds per excess point lost.

(Full Battle Levels and lists of Blessings from Level 4 to 12 are covered in Mail Order's Figga N' Roolz deal.)

Basic Level Shaman Mana	
Basic Mana Per turn	2
Mana Per Warrior per dungeon board section	1
Innate Mana	1D6

The Basic rules for Shamen allow them to have three randomly determined Blessings. Just roll three times on the following table to determine the Shaman's Blessings. In the event of the same blessing being selected twice, the Shaman player is at liberty to choose any other Blessing.

1D6	Result

1 Soul-bind (O) 4 Mana

The Shaman links his soul with the spirit of a Monster's, so that the two of them become spiritually linked.

Select a single Monster on the same board section. Every time the Shaman takes damage roll 1D6. On a roll of 6, the target Monster also takes D6 Wounds, with no deductions for anything (Toughness, armour, Ignore Pain, etc.).

2 Robe of Fire 4 Mana

The Shaman calls on Urkov to protect his follower and a curtain of small flames erupts around him.

This Blessing may be used on any Warrior on the same board section as the Shaman (including the Shaman himself). The Robe of Fire adds +2 to the target's Toughness, which is still effective against attacks that normally avoid Toughness and armour.

3 Cleansing Flame 4 Mana

Blue nimbuses of light pass into the body of a wounded Warrior as the Shaman performs the rites of this Blessing. The Warrior grimaces in pain as his body seems to be consumed by fire, but the flames die down and the Warrior finds his wounds are healed.

This Blessing may be used on any Warrior on the same board section as the Shaman (including the Shaman himself). Roll 1D6; on a result of 1 or 2 nothing happens, on a roll of 3 or more the Warrior has that many Wounds healed.

4 Burning Hand 4 Mana

The Shaman yells his defiance at the Monsters, and clenches his fist in anger. Purple flames burst from his wrist and hand and the muscles in his arm swell up.

This Blessing may be used on any Warrior on the same board section as the Shaman (including the Shaman himself). The target gains +2 Strength for a whole turn.

5 Storm of Rocks (O) 5 Mana

Raw power sets sparks dancing from the Shaman's skin. He throws his hands forward at the enemy and the roof of the Dungeon shakes and cracks. Small rocks cascade down onto the Monsters.

Pick any single Monster on the same board section as the Shaman. This Monster takes 1D6 Wounds with no deductions for armour or Toughness. For each extra point of Mana over 5 that the Shaman expends, he inflicts an additional Wound. If he causes more than 10 wounds on the Monster (after deductions) it loses D6 attacks in the next Monsters' phase while it frees itself.

6 Fiery Shield 5 Mana

The Shaman sprinkles a few sacred herbs on the ground and prays to Urkov. When he clenches his fist, a glowing red shield appears on his arm.

This Blessing may be used on any Warrior on the same board section as the Shaman (including the Shaman himself). Any missile or hand to hand attacks against that Warrior will only cause half damage (after deductions) on a D6 roll of 4 or more. Lasts a whole turn.

• KISLEVITE SHAMEN AND SETTLEMENTS •

Kislevite Shamen are not at all prepared for the hustle and bustle of Old World life when they first arrive. As they grow more experienced, they lose their naivety and find out how to avoid situations more easily. A basic level Shaman must roll twice on the Settlement Events chart, to represent the fact that he can't avoid trouble until he is more attuned to the ways of town dwelling people.

Whenever the shaman has an **Uneventful Day** settlement Event, roll 2D6. Look up the result on the following chart.

2D6 Result

2-3 The Shaman is openly ridiculed and his attempts to keep his pride land him in trouble. After cursing a market trader and sending several members of the watch sprawling, he is finally thrown out of the settlement.

4 The Shaman is involved in a fracas with a shopkeeper and is taken away by the authorities. He must pay 1D6x50 gold as a fine and spend the next 1D6 days in jail, during which time he may not visit any locations and need not roll for further Settlement Events or pay Living Expenses.

5-8 He really does have an uneventful day.

9 A local tries to make a mockery of the Shaman, but soon regrets his harsh words when the Shaman invokes the power within himself. He gestures towards the insulting man and barks a word of power. The man collapses to the floor, moaning in agony. Any items you buy from shops from now on cost 10% more than normal (something worth 50 gold now costs 55 gold, for example), but you no longer have to roll on this table while in this settlement.

10 A boy attempts to steal a purse from a woman nearby, but as he runs off down the street you stretch out your hand and flick your wrist, whilst speaking a powerful incantation. The boy is sent sprawling and the purse is returned to its rightful owner. She rewards you by giving you 1D6x50 gold, plus she covers any living expenses in this settlement from now on.

11 In the night, a fire breaks out in a storeroom and starts to blaze fiercely. The people are at a loss until you arrive at the scene. Intoning a supplication to Hiskai, a cold wind begins to whip at your hair. You stretch your arms towards the blazing building and breath out. The wind increases to a howling gale and billows over the flames, extinguishing them. The crowd cheer and offer you rewards and gifts. Any items you buy in this settlement are now at half price, and you no longer have to pay living expenses in this settlement.

12 During a small storm, a fence is broken down and a herd of cattle begin to stampede through the settlement. As people flee from the destructive beasts, you walk slowly out into the street, right in front of the marauding herd. Somebody accuses you of being insane but you ignore them and offer a prayer to Vostich. With a sudden feeling of strength you raise your arms above your head and utter a sonorous monologue to the skies. The stampeding cattle slow and then stop, nuzzling up to you and pacing around in apparent contentment. The people approach you cautiously, offering thanks and showering you with praise. Gain 1D6 *Mana* permanently, added to your *Innate Mana*.

The Kislevite Shaman may visit the following locations in a settlement: The Ale House (-1 modifier to his roll), the Gambling Den, Weaponsmith, Fletcher, Animal Trader, General Store and the Alchemist.

SOLITUDE

Instead of visiting the Temple, a Shaman may sit outside the settlement and commune with his deities. This takes 1D6 days, during which time there is no need to roll for Settlement Events or to pay for living expenses. Roll 2D6 on the following table.

2D6	Result
2-4	Your prayers are unanswered.
5	You gain a small benefit from the experience, you gain +1 extra point of Innate *Mana* for the next Dungeon only.
6-8	You are uplifted by the solitude, gain +2 extra points of *Innate Mana* that can be used in the next Dungeon only.
9	You soul is strengthened and the ties between you and your deity are reinforced. During the next dungeon you gain an extra +1D6 *Innate Mana* (roll immediately).
10	You are bestowed a special gift from your deity; gain 1D6 *Innate Mana* immediately.
11	Your deity grants you a tiny portion of their power. During the next dungeon you may invoke one Blessing without expending any *Mana*.
12	Your deity links directly with your spirit and broadens your mind. You must spend the next 1D6 days recovering, but you immediately gain more Blessings as if you had advanced to your current level and 1D6 *Innate Mana*.

'Figga N' Roolz Deal'

WARHAMMER QUEST
KISLEVITE SHAMAN CHARACTER PACK

Priced £4.00 (Available only through Mail Order)

Well, once again Mail Order have come up with another cool deal. This special Character Pack consists of all the advanced rules, tables and Battle Levels for you to include a Kislevite Shaman in a long running Warhammer Quest campaign and not only that, it also provides a choice of one of two very suitable figures...one for each Totem.

Don't just whimper with admiration! Drop the Trollz a line and ask for the Warhammer Quest Kislevite Shaman Character Pack from Journal Issue 26. It couldn't be simpler (nor could the Trolls!).

(See page 55 for the Mail Order Hot-line)

Kislevite Wolf Shaman 073791/3

Kislevite Raven Shaman 073791/7

Warhammer Quest®

You Thieving Little B*****!

Halfling Thief Characters in Warhammer Quest

by Gav Thorpe

This article was originally intended as a Mail Order special deal only, but we're crafty sorts here at the Journal and at much risk to life and limb we have a sneak preview of the basic rules for your gratification. We must warn you, however, that these rules have not been playtested much, so play them at your peril!

HALFLING CHARACTER

Halflings are well known for their nimble feet and even nimbler fingers. While many follow their fathers and turn their dextrous skills to works of craft such as basket making, cobbling and cookery (in fact a lot of cookery) many also find themselves drawn towards the danger and excitement of stealing. Of course, Halflings never take anything too valuable (except by accident) as that would not be nice to the person who previously owned the item. Nonetheless, it is surprising the number of things that go 'missing' when a Halfling is about. The poor little chaps don't know they're doing it half the time, they just seem to acquire rings, boxes of matches and small pets as they go about their normal business.

In fact, Halflings have a very relaxed attitude towards property in general, and casually swap items with one another all of the time (mostly without realising they're actually swapping). Halfling birthdays are a celebration of this attitude and many gifts are freely given away by the Halfling whose birthday it is (usually as a consequence of inviting another twelve Halflings to your house and then falling asleep after dinner).

Many Halflings find that the skills which were taught to them as part of their natural childhood and adolescence are frowned upon by people outside of the Moot. They also find themselves very popular with certain organisations, such as the Thieves Guild and the local Watch patrol.

As can be expected, the speed and agility of Halfling Thieves has been noted by many of those who seek their fortune delving into abandoned Dwarf Holds and performing mighty deeds in dungeons. Halflings make excellent bait for monster traps and are usually quick and lucky enough to escape once the monster has fallen for the trap. Their diminutive size allows them to be pushed through sewers, under badly fitting gates and into rat-infested nooks and crannies. As you might tell, a Halfling is considered by some to be the most essential piece of dungeoneering equipment you could get.

Despite this rough treatment, most Halfling 'Treasure and Property Removal Experts' don't mind popping down the odd dungeon. With a couple of big, burly trained bullies and a sneaky looking wizard to back you up, the City Watch don't come calling at your door so often! Besides, where else can you find so many gifts; pretty gems, silver plates, Swords of Mystical and Magical Significance. Not only all that, someone actually listens to what you're saying, even if they do decide to ignore you completely when you finished giving your advice.

Famous Halfling Thieves from the history books include: Nikkit Kwik (also known as the Burglar of Brionne), Bumblebean Lightfoot, Nifflet 'Statue Stealer' Stumbly, and the Halfling who once managed to steal the Great bell out of the Temple of Sigmar in Nuln, 'Two-feet-tall' Telworth Buttercup. The 'King of Thieves' is the renowned Ned Neddley, responsible for stealing almost anything that wasn't nailed down (and if he had a claw hammer with him, he'd steal the nails too).

STARTING AS A HALFLING THIEF

You may start as a Battle-level 1 Halfling Thief instead of one of the Warriors from the

Warhammer Quest box. Make the Halfling Thief Warrior Card and his Lunch Box Equipment card.

STARTING PROFILE

Move	4	**Toughness**	2
Weapon Skill	2	**Wounds**	2D6
Ballistic Skill	4+	**Initiative**	4
Strength	2	**Attacks**	1
Pinning Roll	3+		

Special Rules

A Halfling Thief is very good at ducking and dodging, and is most useful when scouting ahead. The Halfling Thief can use his excellent hearing and sight to Explore, just as if he had the Lantern. The Halfling only has to be within 2 board sections of the Lantern to avoid being lost in the dark, rather than 1 board section.

Every time the Halfling's exploration shows a Dungeon Room, roll a dice. On a roll of a 6 turn over the next Event card to see what is in the room. You do not have to resolve the Event until you enter the room. Place the card on the board as a reminder.

Whenever the Warriors find treasure roll 1D6. On a roll of 5 or 6 the Halfling Thief has found some more. After the treasure has been handed out, the Halfling Thief may draw another treasure card and keep it for himself. This does not count towards his total for the dungeon.

Weapons

The Halfling Thief starts the game with a Short Sword which has a strength of 2 and a Short Bow with a strength of 1.

Equipment

The Halfling Thief also starts with the ***Lunch Box*** equipment card. The Halfling's *Lunch Box* is full of spicy pies, sugared fruits and other goodies, which he casually munches through the adventure.

Once per turn the Halfling Thief may delve around in his *Lunch Box* for a suitable snack. Roll 1D6 at any time during the turn. On a roll of 4, 5 or 6 he finds something tasty and heals 1 Wound. The *Lunch Box* is rather large so there is no limit to the number of times he can do this. He can do this even when he is on zero Wounds.

ADVANCED RULES

Halfling Thieves and Events

Halfling Thieves are terribly nosy and like little more than to spend all day gossiping. If there is an opportunity for gaining information or to investigate someone or something suspicious or mysterious, the Halfling Thief must seize the moment and do so.

Halfling Thieves and Equipment/Treasure

The Halfling Thief's short bow allows him to fire a number of shots per turn equal to his attacks characteristic. Halfling Thieves may carry any items, treasure or weapons, but they are limited to what they can use.

The Halfling Thief may not use the following pieces of equipment or treasure:

Longsword, Greatsword, Broadsword, Battle-axe, Warhammer, Flail, Halberd. Musket, Horse, Warhorse. He may not wear armour of any kind (it doesn't come in Halfling sizes).

Berserker sword, Giant Bane, Deathsword, Ogre Blade. Dispel Magic Scroll, Energy Jewel, Amulet of Fury, Crown of Night, Talisman of Jet, Destroy Magic Scroll, Boots of Battle, Gauntlet of Damzbar.

Chalice of Sorcery, Book of Arcane Knowledge, Brooch of Power, Wand of Jade, Crown of Sorcery, Tablet of Edain, Wand of Diabolum, The Hammer Of Sigmar, Sword of Destruction, Gromril Blade, Hydra Sword, Axe of Slaying, Staff of Command.

If a Halfling Thief somehow ever gets his hands on a Lock Pick Set he gets a +1 modifier to his roll for using them.

Halflings and Food

A Halfling Thief will never give food to anybody unless he considers he has enough left for an adequate meal. Whenever you want to heal another Warrior with provisions from your store you must first roll 1D6. If the total is under the number of provisions you have left you may heal the other Warrior as normal. If the result is equal to or more than the number of Provisions you have left the Halfling Thief hides his food and claims he has only a 'few crumbs' left.

Once the Halfling Thief has decided he is down to the minimum he may not give up any provisions for the rest of the adventure.

A Halfing Thief may always eat; it is an instinctive reaction that sets his hand reaching into his bag to grab some food. This means a Halfling Thief may attempt to heal himself with any kind of food, even if he is at zero Wounds. He must still roll a 4+ to be successful in his attempt, just as if another Warrior was trying to heal him.

HALFLINGS IN SETTLEMENTS

A Halfling Thief can go to the Alehouse, and suffers a -1 penalty on his roll.

A Halfling Thief can go to the Temple, Gambling Den, Alchemist, General Store, Fletcher, Gunsmith, Animal Trader and Armourer.

The Kitchens

A Halfling Thief may visit The Kitchens once per settlement. The Kitchens is not a single place, it just represents the Halfling Thief wandering around the various kitchens, hostelries, inns and taverns, talking to the Halfling cooks and other workers. There is no need to roll to find the Kitchens, every settlement has them somewhere. If you visit The Kitchens roll 2D6 and consult the following table:

Roll **Result**

2 You spend the day gossiping with another Halfling and are then pressed into service as a cook. You may do nothing for the next D6 days, though you gain 10 gold per day in wages.

3 The Halflings supply you with some rations to eat during your next adventure. The Halfling rations allow you to heal 1D6 Wounds, and may only be used once. Halfling food is very spicy and only a Halfling Thief may be healed by these rations. These will spoil in the same way as Provisions.

4 You are given a large bag of food, enough to last one dungeon. This contains D6 pork pies, D6 apples and 1 fruit tart. Each piece of food consumed heals 1 Wound. As these are only light snacks they can be given freely (see Halfling Thieves and Food). These will spoil in the same way as Provisions.

5 You are taken to one side by a venerable old chef who teaches you a few 'tricks of the trade'. In the next dungeon any Provisions you eat or heal another Warrior with will heal 3 Wounds instead of 2.

6 You are given a lovely leather knapsack, in which you find 1D6 Provisions for the next adventure.

7 You are given a Talisman which adds +1 to your Luck characteristic for the next adventure. Roll 1D6 on each of the following charts to see what it is.

Roll	Animal	Part of body.
1	Rabbit's	Ear
2	Stoat's	Paw
3	Cat's	Tail
4	Dog's	Nose
5	Squirrel's	Claw
6	Rat's	Whisker

For example, a roll of 3 and 6 gives you a Lucky Cat's Whisker.

8 You are given a Magic Acorn that supposedly was taken from the Forest of Shadows in the Northern Empire. You may throw the Acorn at a Monster, after which it is lost. Roll to hit using your Ballistic Skill as normal. If you hit the Monster ,roll a D6 on the following chart to see what happens:

Roll **Effect**

1 The Acorn bounces off the monster and rolls into a crack, magically turning into a Goblin! At the start of the next Monsters' Phase place a Goblin armed with a spear on the table. He will attack the Warriors as normal from that turn on.

2 The Acorn bounces off the Monster with no particularly devastating effect.

3 The Acorn bounces off the Monster with no destructive magical effects. However, the Monster is distracted and loses 1D6 attacks in the next Monsters' Phase.

4 The Acorn explodes in a flash of light, inflicting 1D6 Wounds on the Monster with no deductions at all.

5 The Acorn explodes violently. The Monster and any other Monster or Warrior adjacent to it take 1D6 Wounds each, with no deductions at all.

6 The Acorn starts to magically transform the Monster. Roll 1D6 and add the Monster's Toughness. On a roll of 7 or more the Monster resists the effects but takes 4D6 wounds with no deductions at all. On a roll of 6 or less the Monster is turned to stone and killed.

9 You are shown a map on which is marked a small wooded glade that is the home of the Mystical Whortleberry Bush. You may spend the next D6 days doing nothing while you go there to pick some (no need for Settlement Events). If you do this, roll 1D6 and look up the result on the following chart:

Roll **Result**

1 You cannot find the place and go back disappointed. The Halfling who gave you the information tells you the berries were all probably eaten by a Quarg, which is a voracious Monster and is known to devour entire villages.

2-6 You find 1D6 Mystical Whortleberry Bushes, each of which provides enough berries for one snack that will heal 1D6 Wounds. Any Warrior may eat the berries, and they do not count as food (see Halflings Thieves and Food). Whortleberries only last one adventure before they go rotten.

10 After a long discussion with some distant relatives you are bequeathed an old family heirloom. You immediately gain a piece of Objective Room treasure, chosen as normal.

11 You are given a page from the fabled Recipe Book of Huggo Bobbims. Once per turn you may cast the spell written on the page. This does not require any Power, but the Halfling Thief must give up one piece of food to do so. If the Halfling uses the spells to heal another Warrior, he gains 5 gold for each Wound he heals. Roll 1D6 to see which recipe is contained on the page, re-rolling if you already have that page:

Roll **Recipe**

1 *Chocolate Supreme.* The room is bathed in a faintly brownish glow which invigorates the Warriors. Each Warrior on the same board section rolls a dice. If they score a 6 they may heal a number of Wounds equal to the Halfling Thief's Battle-level.

2 *Surprise Pudding.* The Halfling's conjurations fill the room with a sickly burning smell, making the Monsters cough and gag. Each Monster on the same board section as the Halfling Thief will lose an attack in the next Monsters' Phase on a D6 roll of 6. If a Monster has more than one attack and you roll a 6, roll again; it will lose another attack on a second roll of 6. Keep rolling until you fail to roll a 6, with the Monster losing one attack for each successful roll.

3 *Death by Chocolate!* The Halfling Thief throws the item of food at the target, which suddenly feels its stomach distend and swell. The Monster will lose a number of Wounds at the start of each turn, equal to the roll of the Power dice plus the Halfling's Battle-level. If the Power dice comes up as a 1 the Monster does not lose any Wounds and the spell no longer affects it. This spell can only be used against one Monster at a time, so if a Monster is currently under its effects the spell may not be cast. Monsters may not use *Ignore Blow, Ignore Pain*, armour or Toughness or any similar deductions to reduce the amount of Wounds they suffer.

4 *Worm Stew.* Grabbing a handful of dirt and rubbing it into the food, the Halfling throws the grimy item at the target, which begins to feel its legs clamped to the ground as long worms writhe up and entwine around its legs. The Monster may no longer move from its square, just as if it were pinned, though it may fire weapons, use spells and fight as normal. If a 1 is rolled in the Power phase the spell ends.

5 *Restoration Pie.* The food takes on a healthy lustre and glows faintly with a golden light. A single warrior may eat the food and will heal 2D6 Wounds, but any normal affects from eating the food are lost.

6 *Special Dessert.* The Halfling mumbles an ancient incantation over the food and passes it to one of the other Warriors (or eats it himself). This affects one Warrior for this turn. Roll a dice for each hit the Warrior suffers. On the roll of a 6 the Wounds of the hit are instantly healed back; do not deduct any Wounds from the Warrior's total.

12 After eating some delicious cookies you are taken into a small back room and given a jar of *Magical Pickles*. The jar of *Magical Pickles* may be used once per adventure and will heal your Wounds back to their starting total. Other Warriors may not use the jar of *Magical Pickles* as it is too precious to waste on non-Halflings.

UNEVENTFUL DAYS

When a Halfling Thief enters a Settlement there is a large number of mischievous deeds he can get up to. Whenever you roll an Uneventful day on the Settlement Events table roll 2D6 on the following chart:

Roll **Event**

2 The Halfling Thief is caught trying to steal a pet from the Settlement's most important figure. If he is sent to court there is a -1 modifier to the roll on the Verdict table (see below).

3 The Halfling Thief is caught stealing from a bakers.

4 In a fit of conscience the Halfling Thief tries to give back everything he has stolen. Lose 1D6x50 gold immediately.

5 The Halfling Thief manages to steal something before being chased out of town. You may select any item from the shops you are allowed to enter. Roll for its availability and if it is there you get one for free. You must also leave the settlement immediately.

6 The Halfling steals a few odds and ends which are worth 10 Gold. Add this to your gold total.

7 The Halfling runs a few quick games of 'Find the Lady' before he is chased off by the Watch. Gain 1D6x50 gold.

8 After an average day's pilfering the Halfling Thief has accumulated a few odds and ends. Make one roll on the Earnings table.

9 The Halfling Thief manages to 'acquire' a few items of jewellery worth 2 rolls on the Earnings table.

10 The Halfling Thief's day's work is very successful, and he manages to pick up a few *objects d'art*, one of which is actually a piece of Objective Room treasure, make an immediate roll on the table.

11 The Halfling Thief takes part in a daring daylight robbery which gains him 4 rolls on the Earnings table.

12 The Halfling Thief is met by the criminal underworld of the settlement, who invite you to take part in a big robbery. You cannot turn down their offer and must do nothing for the next D6 days but should roll a D6. On a roll of 1 you are caught red-handed and may be sent to court. On any other result you gain 6 rolls on the Earnings table from the escapade.

Earnings table

D6 Roll	Earnings
1	100 gold
2	1D3x100 gold
3	1D6x100 gold
4	2D6x100 gold
5	1D6x300 gold
6	1 piece of Objective Room treasure, determined normally.

BURGLARIES

While in a Settlement, the Halfling may perform one or more Burglaries. There are various stages to performing a Burglary which may be carried out. This is summarised next and explained in greater detail in the relevant sections of this booklet.

1) Choose a Store or Special Location as the target of the Burglary. This may be ANY Location, even those not normally open to the Halfling Thief. However some Locations do not contain appropriate items for the Thief to steal. This will become clearer later.

2) The Halfling Thief may visit the Underworld to obtain Rumours of his target.

3) The Halfling Thief may spend some time planning the Burglary.

4) The Halfling Thief performs the Burglary.

The Target

In order for the Halfling Thief to steal something during a Burglary, the location burgled must contain an list of items that are available to the Warriors who usually visit it.

The list must include a price and a Stock value. See the main rulebook for more details. Once you have decided upon the target, roll as normal to see if there is such a place in the Settlement, if there isn't one in the Settlement, the Halfling Thief must choose another target. A Location or store may only be the target of one attempted Burglary per Settlement.

The Underworld

There are two types of people the Halfling can visit in the Underworld: the Fence and the Insider. Every time the Halfling wishes to meet one of these people, even if he has already located one in this settlement, he must make a Location roll of 7+. (Location rolls are 3 dice in a city, 2 dice in a town, 1 dice in a village)

The Insider

The Insider gathers information for all the thieves of the Settlement, telling them where shipments are kept, how well guarded properties are, and so on. For each visit to the Insider the Halfling Thief may ask about rumours on his target. If he does not like the rumours then he may choose another target. It is possible for the Halfling Thief to have rumours on several different targets before he decides which one he is going to burgle. Once the Halfling has rumours on a target the rumours will stay the same; they will not change if he visits the Insider and asks about the same place again. Note that the Halfling Thief must decide which target is to be robbed before he starts spending days Planning.

Roll 1D6 on each of the following tables.

Contents Table

D6 roll Contents

1 'There's nothing there at all, don't even bother goin'.' You may not attempt to Burgle that Location in this Settlement.

2 'It's a bit sparse in there.' The Halfling Thief must deduct 1 from all his Stock rolls if he attempts a Burglary there (see later for Stock rolls).

3-5 'They've got stuff all over the place, but it's hard to find!' The Burglary can be carried out as normal.

6 'The place is brimming with stuff!' Add +1 to any Stock rolls you make during a burglary of this location (see later for Stock rolls).

Guards Table

D6 roll Guards

1 'The place is right next to the Watch House! Don't go near it!' You may not attempt to Burgle that Location in this Settlement.

2 'The locks can be a bit of a pain.' Deduct -1 from your Burglary roll if you attempt to Burgle this Location (see Burglary rolls later).

3-5 'There's easier places, but there's worse places too, so I've heard.' The Burglary can be carried out as normal.

6 'It'd be safer if they left it in the middle of the square!' Add +1 to your Burglary roll if you decide to Burgle this Location (see Burglary rolls later).

The Fence

Anything that a Halfling Thief steals in a settlement (no matter what its source or the method used) may only be sold to other Warriors or to a Fence. The items are marked as stolen and even another Warrior cannot try to sell them.

Every time he visits a Fence the Halfling may sell any stolen goods he has in his possession. Roll 1D6 for each possession and consult the following chart:

Fence Table

D6 roll Result

1 The local watch interrupt the proceedings. You lose whatever you were trying to sell (discard it immediately) and are Caught.

2 You manage to sell the item for -10% less than its usual selling price

3-4 You get the normal selling price for the item.

5 You get the item at +10% of its normal selling price.

6 You manage to sell the item for its full value.

Items which do not have a selling price listed (such as items available from the Elven Quarter) count half their full price as their normal selling price. This *only* applies to Halfling Thieves selling their items to Fences, not to anybody who wishes to sell an item with

no listed selling price. Once you have rolled on the table above you must sell the item, whether you like the price or not!

Planning

To assist his attempt at the Burglary, a Halfling Thief may spend one or more days Planning. The maximum number of days he can spend Planning in a single Settlement is equal to his Battle-level. These can be split between several burglaries if he wishes or all used on the same target. The days spent Planning must be consecutive, and during this time the Halfling may do nothing else. While Planning, the Halfling is hidden away and avoids contact with other people, so there is no need to roll on the Settlement Events table for each day. The Halfling must declare at the start of this period how many days he is going to spend Planning. After the last day of Planning, the Halfling carries out the Burglary.

For each day spent Planning roll 1D6. On a roll of a 6 the Halfling has learned something new. He may add +1 to the subsequent Burglary roll. This is cumulative, so if he manages to spend three days successfully Planning he will gain +3 to his Burglary roll, for example.

The Burglary

At the end of his last day of Planning the Halfling Thief sets all of his plans in motion and performs the Burglary. A Halfling may perform a Burglary without any Planning or rumours at all. If he has not done any Planning he will not have any bonuses to his Burglary roll, while without the knowledge of rumours he may walk into a trap.

Whatever his Planning or state of readiness, first of all roll 1D6; on a roll of a 1 the rumours were wrong! Roll again on the Rumour Table to see what the reality is. If it indicates that the Watch is there (i.e. a roll of a one on the Guards table) then you are Caught and must abort the Burglary.

If you have not already gathered any rumours for this target, generate them now, to see if any modifiers apply to the dice rolls. If you roll a 1 on the Guards table you are Caught.

Regardless of the truth of the rumours, now roll 1D6 on the following table, applying any modifiers from rumours, Planning or any other source. A roll of a 1 is always a 1, irrespective of modifiers.

Burglary Table

Roll	Result
1	Stop Thief! The Watch apprehend you in the act and you are Caught. The Burglary has failed.
2-3	After all of your careful preparations you are disturbed and flee empty handed.
4	You are slightly hurried but manage to get in.
5	You have quite a while to search out the 'bargains'. You may try to find and steal 1D3 items before there is any risk of being caught.
6	You have loads of time! You may try to find and steal 1D6 items before there is any risk of being caught.

To steal an item you must make its stock roll for it, applying any modifiers. Stock rolls are fully discussed in the Warhammer Quest rulebook. You may only steal one of each item, but there is no limit to the amount of rolls you can make before you successfully find the item. However, this is not without risk: if you ever fail a stock roll and one or more of the stock dice is a 1, you are Caught by the Watch and must try to escape (see below).

SHOPLIFTING

Whenever a Halfling Thief enters a shop for any reason he may attempt to steal something. To do so he must make a stock roll as normal, but modified by -4. If the Halfing enters the shop solely for the purpose of theft there is a further -1 modifier to the stock roll due to his suspicious behaviour.

There is no limit to the number of items he may attempt to shoplift, but cannot shoplift more than 1 of a single item (or a batch, such as D6 bandages). This is unaffected by any purchases he makes. You may only enter a store once per Settlement, as usual, whether you go there to shoplift, purchase or both.

If the Halfling fails the adjusted stock roll, he is Caught and may be punished.

GETTING CAUGHT

Throughout his escapades there are many situations that say the Halfling Thief has been Caught (OH NO!). The Halfling Thief immediately loses whatever he was caught

stealing, from that particular store or location. To escape capture, the Halfling Thief must roll 1D6 and add his Initiative. If the result is an eight or more, he has given them the slip and escapes. If he fails to do this, roll 1D6 on the following Punishment Table:

Punishment Table

Roll	Punishment
1	The Halfling is sent to Court (see below).
2	The Halfling is beaten up and thrown out of the settlement. He loses 1 Wound permanently and must leave the settlement immediately.
3	The Halfling is thrown out of the settlement and told never to let his shadow fall there again.
4-5	The Halfling Thief is summarily fined 2D6x100 gold.
6	The Halfling Thief is charged 1D6x100 gold for the problems he has caused.

Being sent to Court

There are some results on the previous charts that say you are sent to Court. If this happens the Halfling Thief may do nothing for the next D6 days while he languishes in jail. Any stolen items the Halfling Thief has yet to sell are confiscated, remove them from your Warrior sheet.

On the last day the Halfling is sent to Court and faces the judge. You should roll 1D6 on each of the following tables to see what the Court decides.

Crime Table

Roll	Crime
1	Being a Halfling
2	Attempted Theft
3	Theft
4	Grand Theft
5	Unlawful Acquisition
6	Theft with Intent

Sentence

Roll	Sentence
1	You are found innocent and are free to go! Anything confiscated from you (including any item you were caught stealing!) is returned to your possession.
2	You are given a stern warning but left free to go.
3	1,000 Gold fine which you must pay immediately. If you cannot, after selling items and so on, you must pay all you have and are thrown out of the Settlement.
4	Physical chastisement*. The judge orders you to be physically mutilated in some way. Roll 1D6 and consult the following table:

Roll	Chastisement
1-2	Ear, finger or other non-vital appendage. This gives the Halfling a rather more rascally look than before, and hurts for weeks afterwards.
3-4	Leg cut off. You now move at half your movement rate and have -2 deducted from your Initiative, plus you may only break from Pinning on a roll of 6. If you lose your other leg you must retire this warrior.
5-6	Lose a Hand. You are at -1 to hit with any weapon, if you lose both hands you must retire.

5	1D6x5 years imprisonment*. The Halfling must be retired immediately. However, if you can roll a 5 or 6 at the start of any adventure the Halfling has managed to escape and he may participate from that adventure onwards.
6	Death!!!* Roll 1D6 and consult the chart to see what your method of execution is going to be. You are dead…

Roll	Method
1	Beheading. 'Off with his head!'
2	Hanging. 'The fellow's so short we won't need a big scaffold!'
3	Drowning. 'Tie him to a pebble and throw him in the river!'
4	Burning. 'The chap's got so much fat on him he'll probably melt to death!'
5	Torture. 'I'm bored, take him down to the cells for later!'
6	Starvation. 'I can think of no worse punishment for a Halfling!'

Sentences marked with * may be avoided if the

other Warriors can pay to get the Halfling out (bribe the judge!). The amount to be paid is worked out by adding together the rolls on the tables above (including the sub-tables) and multiplying the result by one hundred. If the Halfling Thief manages to evade his fate by bribery the whole party must leave the settlement immediately and may never return there, on pain of death!

'Figga N Rootz Deal'

WARHAMMER QUEST

HALFLING THIEF CHARACTER PACK

Priced £4.00

Available only from Mail Order

Well, after our sneak preview of the Warhammer Quest Halfling Thief here's the full Monty... Inspired by the original article those helpful Mail Order Trolls have come up with a Warhammer Quest Character Pack complete with Battle Levels, Training, full rules and a choice of one of six rather nifty figures to represent the miscreant!

All you have to do is drop a line to one of the friendly (well, at least they don't bite!) Mail Order Phone Trolls and ask for the Warhammer Quest Halfling Thief Character Pack from Citadel Journal issue 24. Remember to tell them which of the six Halfling figures you want and to quote the product code. You'll get all this and for just £4.00! You'll be as happy as thieves. *(Er, sorry about that. – Ed.)*

'Ned Neddley'

74421/1

'Nifflet "Statue Stealer" Stumbly'

74421/22

'Nikit Kwik'

073886/4

'Bumblebean Lightfoot'

073886/5

'Didy Bugry'

74421/9

'Two-Feet-Tall Telworth Buttercup'

74421/36A

Warhammer Quest™

YOU AIN'T SEEN ME, RIGHT?

Assassin characters by Matthew Francis

Another addition to this Rogues Gallery of new warriors for your Warhammer Quest games is the Assassin. Miniatures for this character are a bit tricky, but by surfing through the back catalogues you should be able to find some suitable cloak and dagger types. Matthew suggests either the Dark Elf Assassins or one of Vespero's Vendetta, Dogs of War.

The Old World is a dangerous and mysterious place, and its politics are no different. Rival states constantly keep watch on each other and the mighty realms such as Bretonnia, Kislev, Tilea and the Empire have the constant threat of annihilation hanging over their heads. Often they deal with marauding Orc Warbands or Chaos Covens as directly as possible through open warfare. But at times a subtler approach is called for, the Assassin. Most of the major cities in the Old World have a small conclave of Assassins in *'The Guild'*. The Guild is usually disguised as a large townhouse in a select part of town where state messengers can be seen visiting often.

The Assassins are inheritors of the Cathayan Assassin's who also influenced the Skaven Clan Eshin. Masked and robed in black they are dextrous and subtle, trained in the arts of combat and trickery, able to mix with the finest company at court or kill hideous monsters in a sewer.

Most Assassins are products of the criminal element of cities so they are perceptive and quick individuals. Many more come from unnoticed families such as tradesman, artisans, etc. All are hand picked for their cunning and intelligence.

Once trained an assassin will undergo many missions, usually as ordered by the Grand Master and Council of his Guild House. Although their name suggests the main nature of their work, they are also picked for a variety of other missions: spying, rescues, kidnapping, couriers and even infiltration.

Assassins have a great sense of style and work ethic and can be as arrogant or as superior as an Imperial Noble when it comes to assessing another assassin or indeed any person in the same line of work. Although an assassin will never fail to lend a hand to another assassin, even if he is from a different cities Guild House, they will still look down on any assassin who doesn't use the latest equipment or techniques. They are worse than courtiers sometimes!

An assassin is a useful addition to a party of warriors as he brings a variety of combat and social skills to the group. However many will regard his antics as excessively dangerous and his feats of daring-do (or daring-don't as the case maybe) will occasionally annoy his comrades.

STARTING AS AN ASSASSIN

Any player may start the game as an assassin rather than one of the warriors in the Warhammer Quest box. All the rules for creating a new character apply unless otherwise stated.

BASIC RULES

STATS	
Wounds	1D6+7
Move	4
Weapon Skill	4
Ballistic Skill	4+
Strength	3
Toughness	3
Initiative	5
Attacks	1
Pinning Roll	3+
Willpower	3

WOUNDS

The Assassin begins with 1D6+7 Wounds. If you roll any 1's, when rolling Wounds, you can reroll, but if the dice comes up with a 1 a second time, you must keep it.

WEAPONS

The Assassin prefers small concealable blades to carry out his work and has found them excellent for close combat. He is never without a plethora of blades about him.

The Assassin starts the game with a sword (which does 1D6 plus his strength of 3 when he wields it), 1 knife (strength 1 but may be concealed in his boot), and four daggers (Strength 1, either hand-to-hand or missile weapon, may be retrieved when all Monsters in the room are dead).

ARMOUR

The Assassin relies on speed and agility in combat, he never wears any armour.

EQUIPMENT

The Assassin starts the game with an Assassin's Shadow Cloak, specially woven to deflect and warp light.

If the Assassin is at least two squares away from the warrior of the lantern all missile attacks against him are at -1 to hit.

ASSASSINATE SKILL

The Assassin has spent years training to look for weak points in a creatures defence to land a killing blow. Look on the following table. If the 'to hit' roll matches the number by the Assassin's level then ignore Toughness and Armour when working out damage.

Novice	6+
Adept	5+
Master	5+
Lord	4+

ADVANCED RULES

ASSASSINS AND TREASURE

The Assassin may use the following weapons: swords, knifes, daggers, throwing stars, knuckle dusters, crossbows and any that may be bought at the Assassins Guild

They may use NO double handed weapons (not including crossbow).

Other than that he may use any that is normally allowed to warriors (e.g. a BDEW in the code)

VISITING SETTLEMENTS

When visiting settlements an Assassin may visit all the standard locations such as the various traders and the following special locations: The Alchemist, Gambling House, Temple, Training Pit and Alehouse (no modifier).

In addition, there is a new special location, the Assassin's Guild.

All the usual rules apply to see if these special locations may be found.

SETTLEMENT EVENTS

Any event that causes the Assassin to be arrested or press-ganged then double the amount of base money to get him out (e.g. the non-variable amount). The Assassin gets +1 to his dice roll in events where he has to run away, and -1 when he is under suspicion.

ASSASSIN'S GUILD

The Assassins maintain a base of operations in every city. At first glance this will look just like a wealthy merchant's townhouse among the large boulevards of the central city. Inside, however, it is a different matter. The house is always far larger than you can see from the outside and it is filled with corridors, courtyards, rooms and halls. Assassins roam the place

as do the normal mix of servants, ordinary guards, instructors and messengers. In contrast to popular opinion the Guild is always well lit and airy, fine art decorates the walls and there is almost nothing sinister about it.

Every Guild has a resident Grand Master. This is a revered assassin who has gained his monarch's trust and been put in this position as old age set in. He is usually possessed of a keen intellect and structured mind and has much wisdom and experience to impart to a young assassin.

FINDING A GUILD

The Assassin's Guild is a Special Location and may only be found in a city on a roll of seven or more on 2D6.

The Guild is where an Assassin may be informed on the latest news, receive new missions, receive aid for him and his party and train to go up battle levels. As he does this his profile changes as usual. He also gains dice rolls on the skills table.

RUMOUR NETWORK

Whilst in the Guild, the Assassin may pay a visit to the Grand Master and his council to pick up any information to help him and his friends. Because of the Assassins having informers everywhere and a close working relationship with the government they can pick up many useful tip-bits. Roll 1D6 to see what he the Grand Master has to tell him. You may only roll once per Guild.

NETWORK (Roll 1D6)

1: Information is scarce and the assassin learns nothing of interest.

2: The Assassin learns of an old friend who has recently returned from missions to Cathay and has learned many new and strange techniques. When the Assassin rolls for his skill when he next trains, he may reroll once.

3: Assassin have visited many of the monsters lairs around this area and the Assassin has been given a map of the dungeon. If he wishes he may become leader next adventure.

4: The Assassin learns of several particularly foul and clever Monsters in a nearby dungeon who have been causing havoc with their surprise attacks. Once during the next adventure when ambushed by Monsters the Assassin may declare these were the Monsters he was warned about and the ambush fails. The warriors may attack first. In addition the Assassin gets +20% gold for each one he kills.

5: A council member warns the Assassin of a monster he came up against who has some arcane assistance... At the end of the next dungeon, if the highest ranking enemy (usually a commander) died then the Assassin may roll for one extra piece of treasure on the Dungeon Room table (rerolling a result of 1-Gold).

6: The Grand Master beckons forward conspiratorially and imparts a mission of assassination to the Assassin. Any time in the next dungeon the Assassin may declare a Monster is the one he was told to assassinate. If he kills it he gains double gold.

ARMOURY

The Assassin may visit the Guild Armoury to obtain special weapons and supplies to aid him in his adventures.

Assassins hold their equipment in very high regard and it is considered a bit of faux pas not to have the latest 'in' weapon. Roll a D6. On a roll of a 1, 2 or 3 the Assassin must buy something here.

No selling price is given as no Assassin would dream of selling his excellent equipment at a knock-down price, and no Assassin would buy special equipment off another at a cheaper price.

ITEM	COST
Poison Vial	**50 Gold**

Can be applied to darts or crossbow quarrels. A vial provides enough poison to last one adventure. When working out wounds from a poisoned dart or quarrel roll 1D6.

1-3: The poison has faded, no extra damage is caused.

4-6: The poison causes an extra D3+2 wounds.

Blowpipe **150 Gold**

Strength 2. Ignores 1 point of armour.

Throwing Darts **30 Gold**

Enough to last one adventure.

1D6 Smokebombs **100 Gold**

A smokebomb may be thrown at any time and covers an area of 2x2 squares. It remains in place for two turns. It cannot be fired or moved through it.

Lock Tools **200 Gold**

(See rules for Dwarf version).

Grappling Hook **60 Gold**

Must be attached to a rope. It may then be used to drag enemies towards you. First roll ballistic skill to hit as normal. Next roll 1D6 and add the wielders Strength. Compare this total to the target Monsters Strength. The difference is the numbers of squares the Monster is dragged. If the Monsters Strength is greater then in remains where it is.

Boot Blades **150 Gold**

Gives the Assassin +1 Attack, but at -1 to hit.

Throwing Stars **100 Gold**

An Assassin can throw as many stars in a turn as he has attacks. The assassin uses his normal BS to hit. Each hit has a strength of 1 but ignore any armour when working out damage.

SKILLS

2 Knife Thrower

The Assassin's arms are a blur of motion as he throws his blades with unerring accuracy.

He may throw as many daggers per turn as he has attacks.

3 Acrobat

Tensing his muscles, the Assassin leaps forward, barrelling through the air.

The Assassin may move 6 squares in any direction. He cannot be engaged in hand to hand combat whilst leaping, but spells and missile weapons can fire at him with a -2 to hit. To complete a leap takes an entire turn.

4 Cutthroat

When behind a creature you may trade all attacks for a single cutthroat attack. Roll a D6. On a 1-3 you are elbowed back and lay prone for one turn. On a 4-6 you cause D6 wounds per battle level ignoring armour.

5 Leap

You may leap one square in any direction as part of your move, landing in the square beyond. Any obstacle in the square is ignored, though it still counts as one square of movement.

6 Evade

Roll a 5 or 6 to evade a blow by moving into any adjacent free square.

7. Glancing Blow

The Assassin may move past an enemy, ignoring pinning. Work out one attack as normal. If he stops next to monster and wishes to attack this skill may not be used. Similarly he may have to escape pinning first. Cannot cause death blows.

8. Disguise

The Assassin is a master of disguise and knows how to bend his body to look like different forms at first glance.

When assigning left over monsters to Warriors and your Warrior is chosen roll a D6. On a roll of 4, 5 or 6 you are ignored, pick a different warrior immediately. On a 1, 2 or 3 resolve the combat as normal

9. Reputation

The Assassins reputation is well known and many people who know of him are in awe. Use this skill when buying new equipment. Roll on the table below.

1-2: The Merchant is an Assassin of the famous Grey Shadows of Altdorf guild, he sneers at your unsubtle technique.

You do not gain the item and you may not enter the Guild in this settlement or the next.

3: The Merchant is fairly impressed and grants you 10% off.

4: 20% off.

5: 50% off.

6: Free.

However after making any of these purchases roll a D6. On a roll of a one

Battle Level	Gold	Title	M	WS	BS	S	Damage Dice	T	Wounds	I	A	Luck	WP	Skills	Pinning
1	0	Novice	4	4	4+	3	1	3	1D6+7	5	1	0	3	Assassinate	3+
2	2000	Adept	4	5	4+	3	1	3	2D6+7	5	1	0	3	1	3+
3	4000	Adept	4	5	4+	3	1	3	3D6+7	5	2	1	4	1	3+
4	8000	Adept	5	5	3+	3	1	3	3D6+7	6	2	1	4	2	3+
5	12000	Master	5	6	3+	3	2	3	4D6+7	6	3	2	4	2	3+
6	18000	Master	5	6	3+	3	2	3	4D6+7	7	3	2	5	3	3+
7	24000	Master	5	6	3+	4	2	3	5D6+7	7	3	2	5	3	3+
8	32000	Master	6	7	2+	4	2	4	5D6+7	7	4	3	5	4	2+
9	45000	Lord	6	7	2+	4	3	4	6D6+7	8	4	3	5	5	2+
10	50000	Lord	6	7	2+	4	3	4	7D6+7	8	4	3	5	6	2+

you get thrown out of the settlement for intimidation

10 Contortionist

You may move diagonally between two warriors using strange (and terrifying) body movements.

Also whenever you are required to spend time in jail as part of a settlement event roll a D6. On a 3+ you escape on your first day.

11. Ignore Fear

The Assassin has a regime of mental meditation which leaves him calm in the face of even the gravest danger.

He adds +2 to fear tests and +1 to Terror tests.

12. Infiltrate

By worming his way into other peoples' confidences, the Assassin opens up a whole new scope of contacts and opportunities.

The Assassin can spend a week trying to infiltrate one special location of his choice.

Roll on this chart at the end of the week:

1: You are caught and put in jail under charges of espionage. It costs 1D6x100 to get you out.

2: You fail after paying 1D6x50 expenses.

3: You fail after paying 1D6x10 expenses.

4: You succeed after paying 1D6x50 expenses.

5: You succeed after paying 1D6x10 expenses.

6: You become a trusted comrade. You may visit the infiltrated location again, at the next settlement you visit. Assuming the location is present.

Once a location is successfully infiltrated you can buy appropriate goods and roll on the appropriate charts.

Warhammer Quest®

WOTCHOO LOOKIN' AT?

Ogre Characters Warhammer Quest.

by Andy Jones

INTRODUCTION

When putting a game like Warhammer Quest together, there is all sorts of stuff which doesn't quite make it into the light of day (my original mock up of the game had at least twice as many models and maybe 5 or 6 card packs, but wouldn't fit in any box and would have cost £100 or more!). When we were designing the warrior packs, we went along on a kind of "Wouldn't it be ace if there was an Imperial noble warrior" and so on, generating the list of warriors which are now available as the box sets.

Sometimes we disagreed, as this following documented conversation amply demonstrates.....

Gav: *"What about a Pitfighter warrior?"*

AJ: *"Yeah, that would be cool - a real dirty fighter type.."*

Gav: *"That's right, special fighting skills, spiky armour, a real hard nut!"*

AJ: *"Great! And what about that Elf Ranger idea?"*

Ian: *"Splendid! A warrior who can use magic and fight, and be as haughty and proud as he likes!"*

AJ: *"Your Empire Nobleman is pretty cool too!"*

Ian (blushing): *"Why, thanks..."*

Gav: *"Any other ideas floating around?"*

AJ: *(radiating enthusiasm) "Yes, actually, I've done some preliminary work on a really different sort of warrior...you'll never guess!"*

Ian & Gav: *"What?"*

AJ: *"Wait for it....an Ogre warrior!"*

Silence for several moments

Ian & Gav: *"NURSE! He's gone mad! Finally lost it! Flipped! ...Ogre ! What a joke!"*

Well, that was some time ago and guess what? I've kept my notes! They are pretty rough and ready as I look at them, and that's how I like 'em, but no doubt by the time this sees print it will have been turned into something with a dangerous veneer of professionalism and officialdom - DO NOT BE FOOLED!

I've got quite a few Ogres in my Orc army, and I think the idea of using one of them as a cheerfully dim-witted and childishly enthusiastic warrior is great fun. OK, I admit it, I've even played the basic rules through a few times. Gug'n'thrukkn was a lively addition to our games of Warhammer Quest, I can tell you.

Anyway, the madness which follows over the next few pages just goes to show what you can do to introduce almost any of your favourite models to Warhammer Quest. Of course, you don't HAVE to do all the advanced stuff if you are just playing the 'straight out of the box' Warhammer Quest

game - all you need then is a basic profile, a special rule or two and some neat equipment. Knight of the White Wolf? Amber Mage? Bowman of Bergerac? Halfling cook? If you have a yen to create new warrior types for Warhammer Quest, then there are LOADS of cool Citadel miniatures to choose from.

So, without further ado, here is my own unique brand of insanity - the Ogre mercenary for Warhammer Quest - use him if you dare!

ANDY JONES (Taking a break from INFERNO!)

(*Inferno? Inferno? No, doesn't ring any bells... -Ed.*)

OGRE CHARACTER

Ogres are hulking creatures, almost twice as tall as a man, with heavy bones and huge muscles. They are deadly enemies and powerful allies, unstoppable in battle and capable of almost anything they really put their minds to.

Ogres are not the brightest creatures in the world, somewhat dim-witted when it comes to anything except fighting, but they are by no means evil or stupid. They have very good memories, and like Dwarfs will hold a grudge for a long time.

Ogres have little time for comfort or luxury, living for the most part in desolate rocky areas, which they guard very protectively against intruders, be they Orcs, Dwarfs, Elves or men. They are not really at home in large towns or cities, and tend to get into trouble wherever they go.

Ogres are often sought after as mercenaries, and they do not much care who they fight for, so long as its a good fight. In some respects they do not much care how much they earn either, so long as they get a good fight for their money.

Sometimes, lured by stories of caverns and caves simply brimming with an untold wealth of monsters to be killed, an Ogre will join up with a band of warriors and venture into the long abandoned Dwarf citadels in search of adventure. An Ogres motives for adventuring will often be at odds with the rest of the warriors. Most warriors want to search out a particular evil-doer, or liberate a certain invaluable artefact or treasured item. They will certainly not shirk from a fight, and the more bloodthirsty warriors will expect a good deal of swordplay and death-dealing to be part and parcel of any adventure. However, their prime motives are usually linked to the treasure, renown and glory that they will gain as a result of their heroism. If there is a cave system or dungeon which is known to be teeming with powerful monsters, but bereft of treasure and so far away that its inhabitants are not causing any real threat, then the average group of warriors would not choose to venture into such an unattractive realm, unless perhaps they had a Troll slayer amongst their number.

Not so an Ogre. It is said that an Ogre only wants two things when he goes adventuring - firstly, he wants a good fight, and secondly, he wants a good fight....

As such, Ogres never skulk or creep, never try to hide or conceal their presence, and never adopt tactics of stealth or concealment. In fact, in would be ridiculous for an Ogre to try (as the self styled Gakk m'kakk the Ogre spy discovered on his first clandestine assignment, when his obvious bulk was noticed 'hiding' behind the curtains in the Lord Mayor of Nuln's private apartments).

No, an Ogre will march headlong into a dungeon, shouting and jeering, banging his club on anything that makes a good loud noise, and cheerily challenging any nearby monsters to come out and show themselves. This either results in the monsters being convinced that warriors of such prowess that they know no fear have descended upon their lair, or that a bunch of fools and half-wits have accidentally stumbled upon them.

Whatever, it takes a certain type of warrior to team up with an Ogre, as whilst one of these hulking beasts is around, the warriors are going to attract monsters like bees round a honey pot.

RULES FOR WARHAMMER QUEST

If you wish, you may replace one of the warriors from the Warhammer Quest game with the Ogre. Simply allow one of the players to choose the Ogre. The rules which follow explain how to use the Ogre in your games. Remember to put the Warrior counter for the original warrior back in the box, replacing it with that of the Ogre! *(We've purposely left you to make your own Ogre counter as it's getting late, we're dead lazy, the pubs are about to open... -Ed)*

Remember too, that if there is not a barbarian in the party, then one of the other warriors will have to carry the lantern and be the leader.

Bigger groups of Warriors.

If you want to, you can take more than four warriors into an adventure, but you will have to make sure that there are enough monsters to go round! The cards and tables from the Warhammer Quest game are based on there being four warriors to fight, and if you have fifteen different warriors in the party, then the game as it stands will present no challenge at all! As a general rule, stick to parties of four warriors, but if you have a party of five or six, then increase the number of monsters by an equal amount.

For example, if you have 6 warriors in the party, that is 50% more warriors than the event cards are set up to deal with. In this case, you should make sure that each time monsters appear, there are 50% more of them. So, 6 Orcs will become 9 Orcs. If the card says "1d6 Orcs", roll the dice as usual and then multiply the result upwards to match the party size - so a dice roll of 4 Orcs, becomes 6 Orcs, and so on.

Starting as a Ogre

The profile of an Ogre is as follows:

Move	6	**Toughness**	5
Weapon Skill	3	**Wounds**	2d6+6
Ballistic Skill	6+	**Initiative**	3
Strength	4	**Attacks**	2

Armour: none

Special rules

Ogres are powerful creatures, capable of causing a great deal of damage.
Whenever an Ogre rolls to hit his foe, if he rolls 5 or 6 to hit, then that hit causes an extra d6 wounds. This means that some of the time, the Ogre causes 1d6+4 wounds (1d6 + his strength), and when his to hit rolls are 5 or more, he causes 2d6+4 wounds.

The Pit Event

If one of ten warriors falls into the pit, the Ogre can try once per turn to reach down and pull them out. He can only do this if he is standing next to the pit, and there are no monsters on the board. To get a warrior out of the pit, he must roll 1d6 and score 4+. If he succeeds, the Ogre player places the warrior in any adjacent space next to the pit.

The Ogre can get himself out of the pit by jumping up and climbing out. He can try this once per turn, at the very start of the warriors phase. He will get out of the pit on a 1d6 dice roll of 4+.

The Lantern and the Leader

The Ogre always goes last, and cannot be the leader. Ogres are not very quick witted, and whatever initiative the other warriors have, the Ogre always goes last. Also, if you have decided to take it in turn to be the leader from adventure to adventure, the Ogre must be excluded - he is quite happy to tag along behind and beat the monsters to a pulp as and when they crop up.

The Power Phase

An Ogre player also rolls a dice in the power phase. If the Wizard rolls a 1, then an unexpected event happens as usual. Furthermore, if the Ogre rolls the same as the wizard, an unexpected event happens.

So, if the Wizard and the Ogre both roll a 4, for instance, an unexpected event occurs.

If a double 1 is rolled, 2 unexpected events occur at the same time!

This is because the Ogre cheerfully makes as much noise as possible in the dungeon, kicking old bones about and growling loudly at shadows. There is nothing he wants more than a good fight, so there is no point whatsoever in being quiet, or no-one will know he's there.

Throwing Warriors

In the warriors phase, when it is his turn, An Ogre can throw another smaller warrior. He can throw the warrior down the corridor, over the head of any intervening monsters, and over any pit, if he wishes to. He may throw the warrior 1d6 squares, into any available empty space. When the warrior hits the ground, he must roll a dice and add his toughness to the score. If he rolls over 7, then he is okay and may get up and carry on as usual. If he rolls 7 or less, then he is stunned, flat on his back. He counts as being prone for the next turn.

An Ogre can throw a warrior before or after the Ogre does anything else in the turn.

Pinning

An Ogre may never be pinned by monsters who are smaller than him, he just shoves them aside. Use the models to decide who is biggest. If in doubt, roll a dice or toss a coin. If the monster is bigger than the Ogre, then he may escape pinning on a 6+

Gold

When an Ogre kills a monster, put the model on his adventure record sheet as usual. When the combat is over , roll a dice for each monster he has killed. On a score of 1 or 2, he doesn't bother to check the body too carefully, and leaves its gold behind. The other warriors share the rest out between them. On a dice roll of 3+, the Ogre gets the gold as usual.

Equipment

The Ogre does not have a special item of equipment as such, he just has his trusty, much used club.

Weapons

A Ogre starts off with a big club, although in his case it is not so much the weapon but the immense strength of the Ogre which is causing the damage!

Armour

A Ogre wears no armour, he is quite tough enough without it, and it is very difficult to get hold of in big enough sizes.

Ogres and Treasure

Ogres like treasure, especially items which glitter or shine, or are good at hitting monsters with. As such, he may collect any treasure cards. He can only use items of treasure which are weapons or shields, as well as healing potions and salves if he needs them. If anyone wants to buy or swap equipment or treasure with the Ogre, roll a dice for the Ogre. On a score of 1,2 or 3 he is jealously possessive of the item and doesn't want to swap or sell it ever.

ADVANCED RULES

In the Warhammer Quest Roleplay game, it is possible to keep your Ogre from game to game, building up his character as he progresses from adventure to adventure. This section of The rulebook gives you all the rules for taking your Ogre right up to battle level 10, including special rules for visiting settlements, training, and a whole range of new skills for him to acquire.

Starting at battle level one as a novice, follow all the rules as outlined over the previous pages. All the rules for Warhammer quest still apply in the Roleplay game, unless specifically contradicted in the advanced rules.

Ogres and Treasure

The only addition to the treasure rules outlined in the basic rules section concerns items of armour. Some magical armour is enchanted so that it fits perfectly whoever wears it, and whatever his size. Such armour is incredibly sought after and the enchantments which permeate it are very powerful.

Whenever the Ogre finds an item of treasure which is armour, he should roll a dice. On a score of 5 or more, he has found one of these legendary items and may wear the armour, gaining all the listed benefits of that particular armour. On a score of 1, 2, 3 or 4, the armour will not fit the Ogre at all.

Ogres in settlements

When the warriors reach a settlement, always resolve the Ogres daily events first - what he does can affect the other warriors!

Weapons

Ogres can use all two-handed weapons without any of the associated penalties, and can wield them with one hand.

An Ogre may not use any form of missile weapon, as he gets tangled up in a right mess with bowstrings and the like, and cannot begin to comprehend the inner workings of a pistol or crossbow.

Armour

He may buy armour, but has to pay double gold in order to have it made in the correct size. Also he must add +2 to the availability number for the item.

Living Expenses

An Ogre always pays double the usual rate for living expenses. This is not because he is particularly extravagant or stays in expensive hotels, far from it. He usually ends up sleeping rough in a stable, but he just isn't very good with money...

Special Locations

Strictly speaking, there are many places where the Ogre should not visit, but there are not many people who fancy trying to stop him. As such, the Ogre can visit any location he likes, if he can find it. Once there, he generally gets in the way, picks a fight with someone or gets bored and goes back to the alehouse, but at least he can say he's been. "Went To see Da Runesmiff today" is sure to cause any nearby Dwarf to give a deflated, slightly worried sigh as he tries to imagine what the Ogre has been up to.

In each location he finds (and as usual he can try and find one per day), the Ogre player should roll a dice and see what happens:

1-4 He gets in the way, annoys everyone and generally prevents business as usual from going on. He spends the day happily "helping" those who are going about their usual business, and achieves nothing at all that day except the knowledge of a job well done. He returns to the other warriors with a smug grin on his rugged face.

If the Ogre is in the Wizards guild, roll another dice. On a score of 1,2 or 3 he has annoyed the wizards so much that he is turned into a toad for the next 3 days, during which time he may do nothing at all.

5-6 He is able to try one thing and one thing only which is allowed at that location. For example, in the Dwarfs guild, if he rolls a 5 or 6, he could try and get a single rune engraved on his cudgel, club or forehead by a long suffering rune smith. On the other hand, he could attempt to make a single purchase - Stone bread for instance (Ogres love stone bread and eat it quite happily). Likewise, in the Elven quarter, he could try and find some Ogre sized Elven armour (although the 'stock' roll would be 12, and the cost 6,000 gold even if he did manage to find some!)

THE ALEHOUSE

When the Ogre visits the Alehouse, he always adds +1 to the score. If he has the drinking skill, then he may end up adding more to the score. These extras are cumulative. This means that the Ogre could get a maximum score 16, so there are 4 new results, printed below:

13 Part time job

The owner of the Alehouse offers the Ogre a job as a bouncer. If the Ogre accepts the job then he must spend the next d6 days at the alehouse. Every day, he will earn 1d6*5 gold. Whilst he works, he may not visit any other location, but he will still have to roll for settlement events as he wends his way homewards at the end of the day. He must also roll on the alehouse events table each day as well.

The only way the Ogre will ever turn the job down is by having a strong enough will to overcome the temptation of all that free beer. He must roll a dice, add his will power and score a total of more than 7 if he wants to turn the job down.

14 Insulted!

One of the regulars engages the Ogre in intelligent conversation, and the Ogre is mortified, as he is convinced that the customer is making a joke at his expense. The Ogres repertoire of jokes stretches no further than a solid fist to the head, which he always finds amusing, and which has never failed in the past.

As it happens, the customer is a rather disliked character, a bawdy troublemaker whom the owner has been trying to get rid of for months. In exchange for the Ogre taking the unconscious troublemaker out and hiding him under some heavy rocks, or at the bottom of a river, the owner of the alehouse gives the Ogre a cask of his most precious, expensive beer - Bugmans XXXXXX.

This beer, when drunk, renders the drinker immune to Fear and terror, and increases strength and toughness by +2 each.

There is enough beer to last the Ogre for one complete combat in the next adventure, after which the effects wear off. Under no circumstances will the Ogre let anyone else drink his beer.

15 "Swap Yer!"

Another Ogre wanders into the bar, and the atmosphere becomes razor sharp as the two hulking monstrosities lean on the bar, staring hard at each other. The atmosphere is broken a moment later as the bar collapses, sending the Ogres sprawling on the floor. No-one else laughs, just in case they offend the Ogres, but before long the two beasts are best drinking mates. Soon they are comparing swords, treasure and other ill gotten gains, and the stranger offers to swap one of his treasure items for an item of the Ogre players which has particularly caught his eye.

"Gis Dat then" he growls, pointing at the item.

If your Ogre wishes, he can do a swap. He can choose any item of dungeon treasure which he has, and give it up. In exchange, he can make 2 rolls on the dungeon room treasure table, and keep the best item he rolls. Alternatively he could swap a piece of objective room treasure, following the same rules.

16 FIGHTFIGHTFIGHT!!

The Ogre just wants a fight. He's utterly bored with life in town, and a dim thought nags at him that every day he doesn't hit someone, he might lose his touch. The answer is obvious, and inspired in its simplicity. The Ogre walks into the Alehouse and starts hitting everyone in sight, with no discrimination at all. Soon everyone gets the idea and a raging brawl begins, lasting well into the early hours of the morning. The Ogre emerges the clear winner, in fact he is the only one to emerge at all from the pile of bodies, and he is convinced of his total supremacy. Might is, after all, so right!

For the next adventure, the Ogre is so full of himself that he causes an extra wound every time he hits, laying into his foes within even greater gusto than normal.

SETTLEMENT EVENTS

The Ogre cannot avoid any confrontational events which occur either in town or on the way there. If there is a 'run away' option, such as in the 'duel' event, he simply will not do it. This is through no sense of humour or pride, simply that the Ogre doesn't understand the concept, and is grateful for the opportunity of a good fight.

If any event occurs which involves an animal, then he must roll a dice. On a score of 5+ he kills and eats the animal rather than following the normal rules for the event.

Uneventful Days

Ogres do not have uneventful days. Every day is a mystery of surprising and exciting happenings to them. Wherever they go, they end up fighting or brawling with someone, and they usually win.

If your Ogre rolls an uneventful day result when in a settlement, he is in fact having a fight with someone. Roll a dice to see who, and what happens:

1 Another Warrior

The Ogre gets very cross with "Da Poncy git" - one of the other warriors, and hits him over the head with a large table. Take a warrior counter to see who the Ogre takes a dislike to. That warrior is knocked senseless, and spends the day in bed, nursing a sore head.

2-4 The Locals

The Ogre manages to get in a fight with some local ruffians, which keeps him occupied for some minutes, and which keeps him in practice. He also manages to separate the ruffians from their wallets, and gains 1d6*10 gold for his troubles.

5-6 City Watch

If the Ogre gets in a fight with the City Watch, he is eventually arrested and thrown in jail. Actually, he has a great respect for authority, and is very ashamed of fighting the upholders of the law. Although the watch threaten to lock him up and throw away the key, they let him loose after 1d6 days as they are so fed up with the deafening sub-bass cries of "Sorry!" and "Won't Doowit N'mor" which emanate from his cell at all hours of the day and night. When he is let out, he emerges with a beaming smile and full of good intentions, and strides off into the hurly burly of the city to find the nearest alehouse.

TRAINING

Almost any experienced Warrior can train an Ogre in the arts of war, as far as an Ogre is able to be trained. Training an Ogre usually involves teaching him which bits on an opponent are particularly vulnerable, which end of the sword is supposed to hit the monster, and other such basic skills. Once an Ogre has mastered these his brute strength tends to win the day from then on, but any Ogre serious about "Venturin" knows he has to have "Trainin".

Training an Ogre who is determined to " Lurn Summik" is a difficult and dangerous process, and takes the same time as training the other warriors. Often, an Ogre will train alongside a Barbarian or Pit fighter, as he regards these humans as "Young 'uns" due to their resemblance to small Ogres...

On the battle level profile, you will see that It costs more for Ogres to train to go up a level. This is because it is difficult to train an Ogre, as explained, and also because Ogres aren't that quick when it comes to negotiating fees.

Once the Ogre player has paid the indicated amount of gold, he gains the benefits shown on the battle level table. If he gains an extra skill, roll on the table below.

SKILLS - ROLL 2D6

2 Smash

The Ogre puts all his strength into a single, devastating blow.

The Ogre may choose to smash his opponent instead of making his normal attacks. Roll to hit as usual, and if successful, roll on the following table to see the result.

1 **Dazed -** The Ogre manages to catch the monster a glancing blow on the head which is still sufficient to daze his target. As the monster staggers about with a glazed look on its face, the Ogre resolves to do better next turn. The monster is at -1 to all its to hit rolls this turn.

2 **Lose teeth** - The Ogres blow catches the monster fair and square in its open, snarling mouth, and the Ogre grins as blood and teeth shower the warriors. The monster suffers wounds as usual, and is in such pain that all its attacks are at -2 to hit this turn.

3 **Broken Nose -** The Ogre Smashes his opponents nose into a bloody pulp, grunting with the satisfaction of a job well done. The monster suffers wounds as usual, plus he will continue to lose blood at a rapid rate from now on. At the start of every monsters phase from now on, roll a dice:

1	The bleeding stops
2-5	The monster loses another 1d6 wounds from blood loss, with no deductions at all
6	The monster suffers 1d6 + the Ogres battle level wounds from blood loss, with no deductions at all.

4 **Knocked Over** - The monster crashes to the ground as the Ogre smashes him over the head. He suffers wounds as normal, and must spend the rest of the turn doing nothing except get back up. While he is getting up, other warriors are at +1 to hit him.

5 **KO'd** - The Ogre lands a perfect, extremely brutal blow on his opponents head. The monster suffers wounds as usual, and collapses in a heap at the Ogres feet. The Ogre is convinced that his opponent is dead, as are the other warriors. If there are other monsters in the area, then the warriors must defeat them before coming back and taking a closer look at the prostrate monster.

Each turn, at the start of the monsters phase, roll a dice. On a 1, 2 or 3, The monster gets back up and may fight as usual. On a score of 4, 5 or 6, the monster stays comatose.

If the monster is the last monster on the board, then all warriors may hit it automatically. Its toughness, ignore pain, armour or any other special abilities etc still count against wounds however. It cannot, however, dodge!

6 **Mortal wound-** The Ogres blow connects with a vital part of the monsters anatomy, causing it to double up in pain. This attack causes double wounds against the monster. Also, roll a dice -

1-5 No extra effect.

6 The Monster screams in agony and is obviously severely hurt. It will fight as normal this turn, at the end of which it will drop dead.

3 Crunch

The Ogre opens his cavernous mouth wide and takes a good bite out of his opponent, crunching bone with his huge teeth. This is an extra attack which the Ogre can make each turn. He must roll to hit as usual. If he hits, then the target suffers 1d6+ the Ogres battle level wounds, with no deductions at all. If the Ogre rolls a 6 for wounds, then he gets another bite, and so on.

4 Shoulder barge

In his eagerness to attack his foes, the Ogre roughly barges everyone else aside as he charges forward.

The Ogre may move aside any warriors, pushing them into available squares to force a path through as he surges forwards towards his victim - this may involve shuffling several miniatures around, AND NO OTHER PLAYER IS ALLOWED TO MAKE SUGGESTIONS AS TO WHO IS PUSHED WHERE - THE OGRE PLAYER MUST COMPLETE THE MOVE BEFORE ANYONE COMMENTS! He can also barge aside any monsters who are smaller than him (look at the models - if there is any doubt, roll a dice or toss a coin to decide). If an Ogre can shoulder barging his way through the crowd, then he cannot be pinned by anything which he can barge aside. After barging, he may attack as usual.

He can do this every turn if he wishes, when it is his turn to move.

5 Roar

Throwing back his ugly head, the Ogre bellows a deafening war cry as he lays about him on all sides. At the start of each Warriors phase, the Ogre may roar at his opponents. He can either make a "general" roar, or can direct his terrifying bellow at a particular monster he is adjacent to.

With a "general" roar, the Ogre rolls a dice for every monster he is in base to base contact with. On a score of 6, that monster loses 1 attack for a turn.

On a specific roar, the Ogre targets one monster he is in base to base contact with. Roll a dice - On a score of 5 or 6, the monster loses 1d6 attacks that turn.

He can try once this every turn.

6 Threaten

In Town, the Ogre is a particularly impressive and threatening sight as he strides along the streets, his head and shoulders rearing above the crowd. He casually picks apples and cakes from stalls he passes, and few people dare argue with him. When he sees something he really fancies, he usually bullies the store owner into giving it free or at a much reduced rate.

An Ogre with the threaten skill can use the skill whenever he tries to buy something. This is resolved using the threaten table below. Roll a D6

1-2 The store owner has two Ogre bodyguards, who emerge from the back room and throw you out of the shop. Roll another dice, on a score of a 1, he also calls the militia, who throw you out of town for trouble making.

3-5 You manage to scare the shop owner into giving you the item at a reduced price. Roll a dice to see how much money he knocks off the bill:

1-2	10% off
3-4	25% off
5-6	50% off

If you are not happy with the price, you can roll a dice again on the threaten table to see if you get a better result.

6 The shop owner is so frightened by you that he gives you the item for free, if it is available.

The Ogre player must keep a note of which items he gets for free, or for 50 % of their true price in a settlement.

Every day the Ogre stays in the settlement, roll a dice and add to it the number of items he has extorted for either 50% of their price or for free. If you score a 7 or more, then the City Watch catch you, take the items back and throw you out of town.

7 Drink

The Ogre loves nothing better (apart from beating up monsters) than going to the alehouse for several dozen drinks and a good fight. If your Ogre has the drink skill, then he MUST spend a good deal of his time in a settlement in the alehouse.

He must spend d6 days in the alehouse, every time he visits a settlement.

In the alehouse, roll on the following table to see what happens to him

1 Roll on the normal alehouse table

2 Roll on the normal alehouse table adding +1 to the score

3 Roll on the normal alehouse table adding +2 to the score

4 Roll on the normal alehouse table adding +3 to the score

5 Roll on the alehouse event table as normal, and after that, your Ogre starts a bar room brawl. This is resolved as follows:

1 Roll 2 dice and multiply the result by 10, to see how many doomed innocents are in the bar.

2 Roll another dice, and add the Ogres battle level to the score.

3 Multiply the second dice roll result by 10 to see how many customers he renders senseless.

4 If any customers are left standing, they finally overpower the Ogre, and take 1d6 +his battle level x 20 gold from him as recompense for damage.

5 If he knocks everyone out then the Ogre relives each one of 5 gold coins.

6 Roll on the alehouse events table as normal, adding +2 to the score. The Ogre drinks the rest of the customers under the table, and is able to relieve them of their unwanted wealth whilst they sleep like babes on the floor of the alehouse. Roll 2 dice and multiply the result by 10, to see how many doomed innocents are in the bar. The Ogre relieves each one of 5 gold coins.

8 Crush

A lethal blow to the monster, horribly crushing the area it strikes-

1-2 Body, the monster suffers wounds as usual.

3-4 Leg, the monster suffers wounds as usual, and its move rate is halved. If the monster has no legs, then treat as a 1. If hit in the legs again, the monster s current move rate is halved, and so on, rounding up to the nearest whole number.

5 Arm, the monster suffers wounds as usual, and its to hit rolls are all at -1 from now on. If it was carrying a weapon, randomly determine if the weapon carrying arm is the one crushed - if so, the weapon is dropped and the monster spends the rest of the turn picking it up. If it has no arms, count as a 1.

6 Head, the monster suffers wounds as normal, plus roll a dice. On a score of a 6, the blow kills the monster outright.

The Ogre can try a crush attack each turn, it takes the place of one of his normal attacks. He must roll to hit as usual.

9 Thinking

This is a particularly enlightened Ogre, able to string more than two words together in the correct order. Sometimes he can even speak whole sentences! The Ogre is now allowed to be the leader of the party, and can take his turn just like any of the other warriors. At the start of each adventure, however, if the Ogre is NOT the leader, roll a dice:

1-5 The Ogre is quite happy with his lot, content to amble along at the back, belching and singing bawdy songs in a gruff, rousing fashion.

6 The Ogre thinks its his turn to be the leader, and roughly pushes his way to the front. He can't count how many dungeons it has been since he was at the front because, ...well... he can't count, but he's sure its his turn now. The Ogre takes the lantern and leads the adventure.

10 Kick

This skill works just like the giant attack of the same name. The Ogre can kick any monster in a straight line as many squares as he has strength, sailing the target over the heads of any intervening monsters or warriors, until the monster hits a wall, or lands safely in an empty square. If the monster hits a wall, then it suffers 1d6 wounds for every extra square it could have travelled if it had not hit the wall. This is an extra attack which the Ogre makes each turn, rolling to hit as usual.

11 Smell

The Ogre reckons he can smell some monsters who are nearby, and even thinks he knows what they are.

Before an event card is turned over, the Ogre player can try and guess what is about to happen. If the card turns out to be an event rather than monsters, then he fails automatically. If it is monsters, however, and he has guessed the correct type (Orcs, Skaven etc) then the warriors each gain an extra attack that turn as they have been warned of the monsters presence. Furthermore, if the monsters would have ambushed, then the Ogre player may roll a dice. If he scores a 5 or 6, then they do not get to ambush the warriors at all.

12 WELL 'ARD

The Ogre Gains +2 wounds permanently and roll again on the following sub table

1 Ignore Blow

The Ogre has such a high pain threshold that he simply does not feel some blows at all.

Each turn the Ogre may try to ignore as many blows as he has attacks. Roll 1d6 for each incoming attack he is trying to ignore. On a score of 6, he completely ignore that blow..

2 Grapple

Dropping his weapon to one side the Ogre lunges at his opponent and throws his arms around the monster, squeezing his lungs and choking the life out of him.

This skill allows the Ogre to grapple his opponent rather than attack him using a weapon.

This attack replaces all the Ogres normal attacks for this turn. The Ogre must roll to hit as normal. If he succeeds in hitting his target then the Ogre has grabbed the monsters and inflicts (1d6 x his battle level wounds). The monster may not deduct any armour from the wounds inflicted. A grapple attack cannot be dodged.

3 Brute Strength

Flexing every muscle the Ogre possesses, he slams into his opponent, pushing him violently backwards This skill allows the Ogre to attempt to shove a monster out of his way. He may try this at the start of his turn in each warriors phase if he wishes. Roll 1d6 and add the Ogres Strength. If the total is less than or equal to the monsters strength, the monster is too big to move and the attempt fails. If the total is greater than the monsters strength it is pushed into any square adjacent to the monsters original position (the Ogre player chooses which). Having pushed the monster back, or failed in the attempt, the Ogre may now take his turn as normal.

4 Crack Skulls

The Ogre grabs the heads of two opponents and slams them together, or against a nearby wall.

During the Warrior's phase the Ogre may forego his normal attacks and make a special Head Crack attack. When making a head crack attack, the Ogre may not use any weapon, as he needs both hands free to grab the monsters. He can Head Crack two adjacent opponents, rolling to hit against each one as normal. If the Ogre attempts to Head Crack two Monsters and misses one of them, then neither suffers any wounds, and his attacks for the turn are wasted.

If successfully hit, each Monster takes double the normal damage from the attack.

Alternatively, the Ogre may Head Crack a single monster that is adjacent to a wall, in which case it will suffer a number of wounds equal to 1d6 wounds per battle level of the Ogre.

There are no armour or Toughness deductions for victims of a Head crack, but Dodge, Ignore Blow and similar abilities apply as usual.

4 Mighty Blow

Putting all his strength behind the blow, the Ogre brings his weapon crashing down onto his opponents body.

This skill allows the Ogre to increase the strength of his blow by reducing the number of attacks he makes. For each of his attacks which he gives up this turn, the Ogre may add +1d6 wounds to a single one of his remaining attacks.

The Ogre player must declare that he is using this skill before rolling to hit. This skill may be used once per turn.

6 Ignore Fear

The Ogre is largely unaffected by fear and terror. He loves to fight, and the bigger the monster, the more cheerful he is.

The Ogre may add +2 to any fear test, and +1 to any terror test.

ROLEPLAY GUIDELINES

This final section of the Ogre adventure pack gives some brief guidelines for playing an Ogre in the full Warhammer Quest Roleplaying game. In the Roleplaying game, the player swill have many more choices as to what they can try to do, and it will be up to the gamesmaster to make sure that the players act in a fashion appropriate to their particular warrior.

An Ogre is a brutal character, to whom everything is black or white. There is no grey area of indecision, and the usual decision made is to hit whatever the Ogre is deciding about.

An Ogre will make a loyal companion, and if treated well, will defend and protect his companions to the bitter end. Although not the brightest of characters, an Ogre will soon realise if he is being taken for a ride or made to look a fool, and his wrathful reaction will not be a pretty sight.

Ogres are slow witted, fierce, brave, strong, violent, trusting, grudge bearing creatures. They do not have much time for strategy and planning, they live for action and battle.

The way in which this character can be represented in the Warhammer Quest Roleplaying game is by which actions an Ogre will be particularly good or bad at.

Characteristic tests

An Ogre will be good at any brutal actions to do with fighting. He is not a fancy fighter, and will have little to do with dodging or leaping around. He is not likely to run away, or move around quietly. This is not due to any sense of honour (as with Bretonnian Knights) or a twisted death wish (as with Troll Slayers). Ogres simply want a good fight, for its own sake, no messing about with fancy stuff.

When not fighting, the Ogre will be good at any actions to do with brute strength, such as holding doors open, carrying wounded warriors, forcing open locked chests and so on.

He will not be able to read, write, think much, but this will not mean he will not want to try. Patronising an Ogre is not to be recommended, and an Ogre thinks of himself as being as clever as the next man when it suits him. He will come up with "Cunnin' Planz" every so often, and will need to be convinced as to why they are not going to work.

Between adventures, an Ogre will be quite a handful wherever he goes. He is unlikely to have any sense of manners or behaviour, and is likely to get bored of civilisation quite easily. That is not to say that he will be deliberately rude, awkward or badly behaved, it is just that fate has this way with Ogres and they never seem to be out of trouble. Of course, there are the exceptions to the rule, and some Ogres take a grim pride in 'bein' civilized', taking to wearing elegant clothes after the style of the Empire or wherever takes their fancy.

If you are going to take an Ogre as your warrior, take a little time to think about who he is, where he comes from and the sorts of things which make him tick! Give him a suitable name (Mog B'Kag, Gar K'Bog, Narg'N'Baag and so on), and introduce him to the other warriors in a suitably entertaining fashion

Played properly, an Ogre warrior can be a lot of fun.

Its Dark In The dark when its dark
And We's not eaten for ages
Bring us gobbos, bring us trolls, bring us Orcs
That'll do fer a snack fer starters
You lot keep da Jewlz
Wot I want instead
Is ta find a smelly Orc
'n Kick 'im til e's dead
Ohhhhhhhhhh.....
Its Dark In the Dark when Its Dark
And we's not eaten for ages
(and so on)

Ogre dungeon song

OGRE BATTLE LEVEL TABLE

Level	Gold	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills	Escape Pinning
1	0	Initiate	3	5+	4	1/2(5+)	5	2D6+6	3	2	0	2	0	6+
2	2000	Champion	3	4+	4	1/2(5+)	5	1D6	3	2	0	2	1	6+
3	4000	Champion	4	4+	4	1/2(5+)	5	1D6	3	2	0	2	2	6+
4	8000	Champion	4	4+	4	1/2(5+)	5	1D6	4	2	0	2	3	6+
5	12000	Hero	4	4+	5	2/3(5+)	5	1D6	4	3	0	3	3	5+
6	18000	Hero	5	4+	5	2/3(5+)	6	1D6	4	3	0	3	4	5+
7	24000	Hero	5	4+	5	2/3(5+)	6	1D6	5	3	0	3	4	5+
8	32000	Hero	5	4+	5	2/3(5+)	6	1D6	5	4	0	3	5	5+
9	45000	Lord	6	3+	5	3/4(5+)	6	1D6	5	5	0	4	6	5+
10	50000	Lord	6	2+	5	3/4(5+)	6	1D6	6	5	0	4	6	5+

The following reported conversation supposedly preceded the famous "Blackfist's day of blood", in which hundreds of Orcs and goblins were killed in a heroic effort by a band of adventuring warriors. If taken at face value, the conversation sheds some light on the actual events.

Before this magnificent day, 'Blackfist's Berserkers' were regarded as something of a laughing stock in adventuring circles, renowned for underhand and downright sneaky methods of stealing the little treasure they managed to get out of the dungeons they dared to explore. They were the sort of warriors who who go down a dungeon after Grunson's Marauders had finished with it, to see if there was anything left worth scrounging. After this valiant day, however, no one could doubt the heroism and worth of this gallant band of warriors any longer.....

Perhaps it is worth mentioning that before this particular adventure, 'the berserkers' halfling thief, old Poggy Mugwort, had been caught in the act stealing jewellry from the Elven quarter of Nuln, and sentenced to six months penal servitude in the jails of that city. No one of any worth would deign to join 'the berserkers' as a replacement, until the sneaky Ragnarol Blackfist had bumped into Gug'n'thrukkn, an Ogre regarded as 'slow' even in Ogre company... What N'Thrukkn lacked in brains, he made up for in the 'hitting things very hard' department.

The famous Blackfist's Day Of Blood took place when Ragnarol Blackfist led his 'berserkers' into the lair of Gorgut the Orc Warboss. Blackfist was under

the impression that the lair had been given a good going over by Sascars Liberators only a day or so ago. "Easy Pickings, lads, the Liberators never bother with anything worth less than a grand". Blackfists source of information was about as reliable as his own sense of courage and honour, and of course Gorgut and his boyz were very much at home. It has to be said that they were not expecting a party of second rate adventurers to wander blithely in through the front door, so Blackfist had an element of surprise. And they also had Gug.

The fight was allegedly a glorious battle against all odds, where the 'berserkers stood back to back against the never ending tide of ferocious greenskins. Amazingly, Blackfist himself, together with the self named "Damion Death" the one armed pit fighter, and "Sniffer Grugnogsson" the Dwarf Gold Hunter, although doubtless fighting heroically against overwhelming odds, suffered not a scratch, whilst Gug'n'thrukkn escaped barely alive but cheerful and eager for more. Blackfist put this down to the Ogres "inexperience"

It was only months later that a ragged urchin, claiming to be an escaped prisoner from Gorguts lair, turned up in Nuln. He revealed that he had overheard the following conversation as he crawled desperately to freedom, his captors distracted by some kind of raging beast that had appeared in their midst. Watching from a shadowy alcove, he had seen the action at the famous day of blood! His story was by and large discredited, and his garroted body was found floating in the river a few days later. This was seen as proof that he must have been a liar and a scoundrel, for he obviously mixed with pretty dodgy company when he wasn't spreading scandalous rumours.

Anyway, the words he reported went something like this....

"Shut it half-wit, this place does not have the look of somewhere recently despoiled by our friends, the Liberators, does it, so go quietly. Do you wish to bring the daemon hordes of this evil realm down upon our heads?!" this was snarled by a shifty looking character in wizards robes, who was constantly looking about him in wary fashion. He was talking to a hulking Ogre, who was thumping his club up and down on the helmet of a rather disgruntled looking dwarf. The noisy clanking sound and the painful grunts of the Dwarf went ahead of the odd party of warriors like an illuminated calling card.

The Ogres beetling brows creased into a frown, and he momentarily stopped growling and roaring . After several moments puzzled thought, the Huge beast took a deep breath and answered

"Err, d'ya mean like start a fight or summink, Blackie?"

"Exactly!" The Wizard (the observer assumed him to be a wizard from his pointed hat and flowing robes) looked furtively about him, a scrawny finger to his thin lips "Do you want to be surrounded, in the dark, by hundreds of cruel and merciless monsters, each out for our blood?"

"Err, ...Yup! " The Ogre beamed, sure that he had reached the same conclusion as the other warriors. He began to bang his club vigorously against the Dwarfs helmet again, making a louder clanging noise.

"RAAAAAAAARGH! RAAAAAAARGH!.....RAAAAAAAARGH!"

"Just shut it!"

"But ...but.... how is anywun gunna know we'z 'ere? RAAAAAAAARGH! RAAAAAAARGH!.....RAAAAAAAARGH!"

"I'd just rather that - Oh give me strength - watch out, Orcs!"

The rest, as they say, is history...

SUBSCRIBE TO THE CITADEL JOURNAL

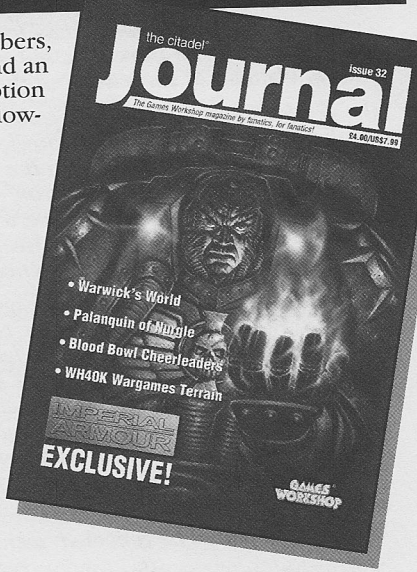
The following offer applies to new subscribers, re-subscribers and those of you wishing to extend an existing subscription. Included in the subscription price, we'll deliver the next 6 issues plus the following free offer:

A £5.00 boxed set of your choice!

£24.00 (UK & BFPO)
£36.00 (Overseas)

New subscriptions will start with the next issue published. Unfortunately we cannot include back copies in subscriptions as they are in limited supply.

(Please Note: You can put your £5.00 towards a more expensive boxed set should you desire – just specify what you want on the form below and include the extra cost, the Mail Order Trolls will do the rest!)



Games Workshop Mail Order, Willow Road, Lenton, Nottingham. NG7 2WS
or call: 0115 91 40 000

START MY JOURNAL SUBSCRIPTION WITH NUMBER _____
I WOULD ALSO LIKE THE FOLLOWING FREE DEAL (tick box):
1 £5.00 PLASTIC BOXED SET ❑ (SPECIFY).....

Name: _____

Address: _____

_____

Country: _____ Post Code: _____

Telephone: _____

I am paying by: Cheque ❑ Postal Order ❑ Visa ❑ Mastercard ❑ Switch ❑

Card Number:

❑❑❑❑ ❑❑❑❑ ❑❑❑❑ ❑❑❑❑ ❑❑❑❑

Switch Card Issue No. _____ Card Expiry Date _____

Cardholder Name _____

Cardholder Signature _____

Cardholder Address _____

Lizardmen rush to defend their sacred spawning pool from intruders!

The legendary wealth of the ruined cities of Lustria has lured many an adventurer to their doom...

Warhammer Quest™

Deathblow™

Deathblow is your indespensible companion for Warhammer Quest. This issue is loaded down with 96 pages of cool articles from the pages of the Citadel Journal, as well as five cracking new, never seen before articles. Check out some of the great stuff in this first issue of Deathblow...

DOWN TOWN by Andrew Meredith

A new approach to towns, replacing the event tables by actually using the floor plans to represent the streets.

THE BANK by Michael Ruska

A new town location where wealthy adventurers can stash their hard won treasure hoard, sit back and collect the interest – unless somebody robs the bank.

THE EYES OF DOOM by Steve Hill

A 'dead-good' adventure, involving ghosts, ghouls and lots of eerie things that scream in the dark...

SPAWN OF THE OLD ONES by Mark Brendan and Andy Jones

The infamous missing article from White Dwarf 205 finally sees the light of day. Mark and Andy give us rules for Skinks, Sauruses, Kroxigor, Slann Mage Priests and all the other Lizardmen denizens for Warhammer Quest.

RUMBLE IN THE JUNGLE by Paul Gibbon

Following on from the Lizardmen come new rules for adventuring in the lost lands of Lustria. Including settlements, new locations, jungle events and a three part adventure featuring an awesomely powerful sorcerer of Tzeentch.

CLAWS OF THE BEAR by Daniel Atkins

From the steaming jungles to the frozen north. Daniel gives us rules for adventuring in Kislev with new hazards, settlements, traders, dungeon events, cold hearted monsters, magical items and ice-bound adventures. Oh, and beware of frostbite!

ROGUES GALLERY

All this, plus four brand new Warriors for you to include in your Warhammer Quest adventures.

The Kislev Shaman & **The Halfling Thief** by Gav Thorpe
The Assassin by Matthew Francis
The Ogre by Andy Jones

Cover: Geoff Taylor

the citadel®
Journal
The Games Workshop magazine by hobbyists, for hobbyists!

5 011921 967353 >